BRITAIN'S BEST SELLING COMMODORE 64 GAMES MAGAZINE

OCTOBER 1990

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# YC

C64 C128

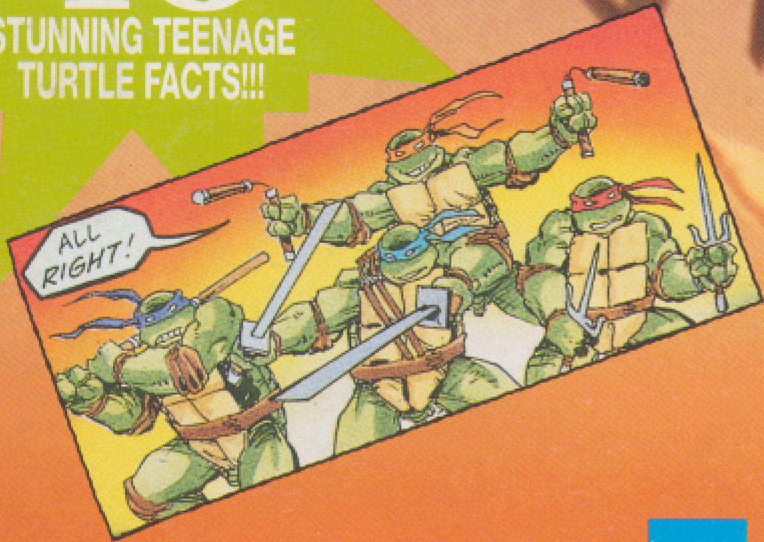
## MAYHEM IN THE MIDDLE EAST!! U.N. SQUADRON EXCLUSIVE REVIEW



## Jangly Dance Sensation!

EMF INTERVIEWED

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MEAN STREETS (AGAIN)

10

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MONTY PYTHON'S FLYING CIRCUS
THE COMPUTER GAME
IT'S A GOOD GAME
NO IT'S NOT
YES IT IS!
"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". Zero 89%
"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". The One 85%
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COMMODORE 64
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# CONTENTS · YC OCTOBER 1990

## REVIEWS



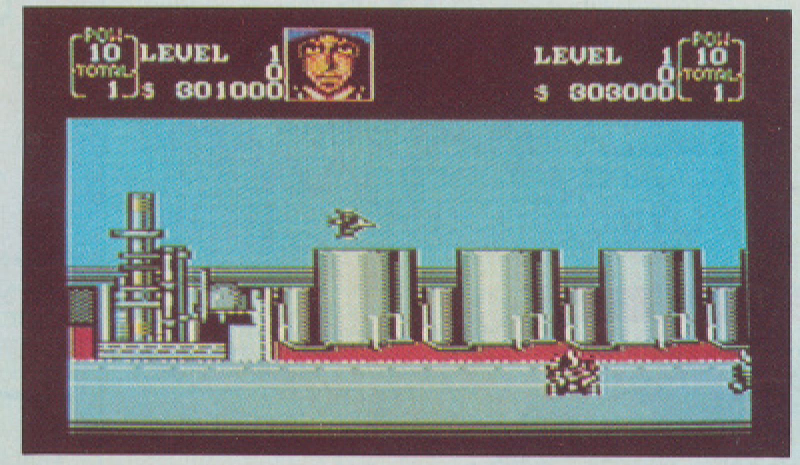


## ON THE TAPE

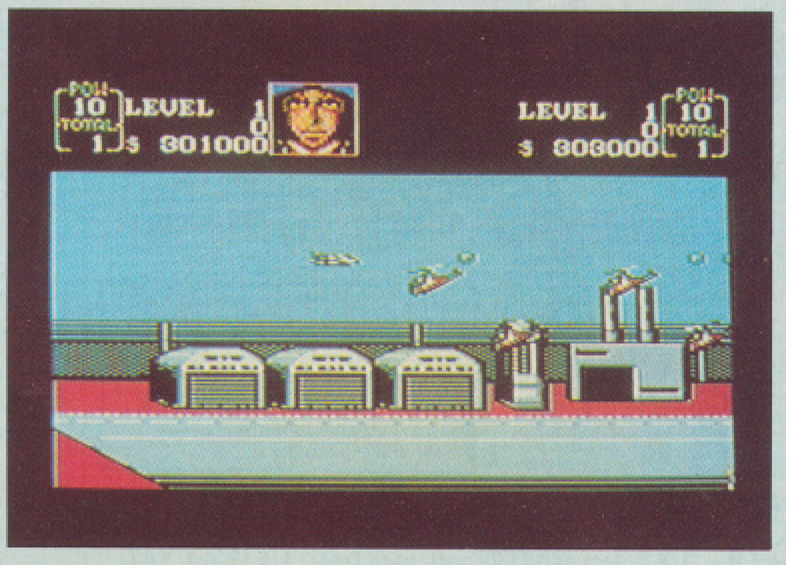

And the Time Machine demo finally makes an appearance, the crowd whooped and the band played a jolly big fanfare. But what was this? Two MORE games, surely not! Aargh chill power overkill, my brain's melting and my joystick's throbbing!!! THAT'S QUITE ENOUGH - Ed

## FEATUROONIES






**UN SQUADRON - Middle Eastern mayhem as you must fly into Iraq and deliver Saddam Hussein's sandwiches. Wow at the graphics. Be stunned by the sound. Cringe at the brutality of a Hitler style lunatic!!!**




## REGULARS



## POSTERS

October 1990
(On sale September 28)

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# But First This..

Coo... I've gotten all nostalgic. Why? Because I've just been flicking through the old YCs and Your Commodores that I was connected with. Did you know that since we changed our name and style, we've given you (including this issue) 2 free demos, 1 free utility, and 27 free games. And did you know that we've reviewed 147 games (on average 18.375 games per issue), and all this is on the C64 only, you get the best service here.

But enough twiddle twaddle and onto some real JUICY subjects. Now that everybody has gotten over the World Cup, what better thing to talk about but the new football season! Here are my predictions for the honours for the season 1990-91. Division One Champions: Liverpool. FA Cup Winners: Liverpool. League Cup Winners: Liverpool. Eurovision Song Contest Winners: Liverpool. They'll do the lot matey, they'll do the lot.

And we've only got a couple of months until the end of the year and I still haven't got a calender for this one yet, hurm... I'll have to do my shopping pretty fast. The YC Wobbly Awards for 1990 will be run in January's copy, you can then vote for your favourite games.

Not an awful lot left to say apart from a couple of staff changes. Ashley Cotter-Cairns is now my second in command, which still means he makes the tea, and we welcome back an old face in the form of Mark Newton, our old designer at Argus. His transfer fee has only just gone through and he'll be doing his old thang on the magazine in the future, probably.

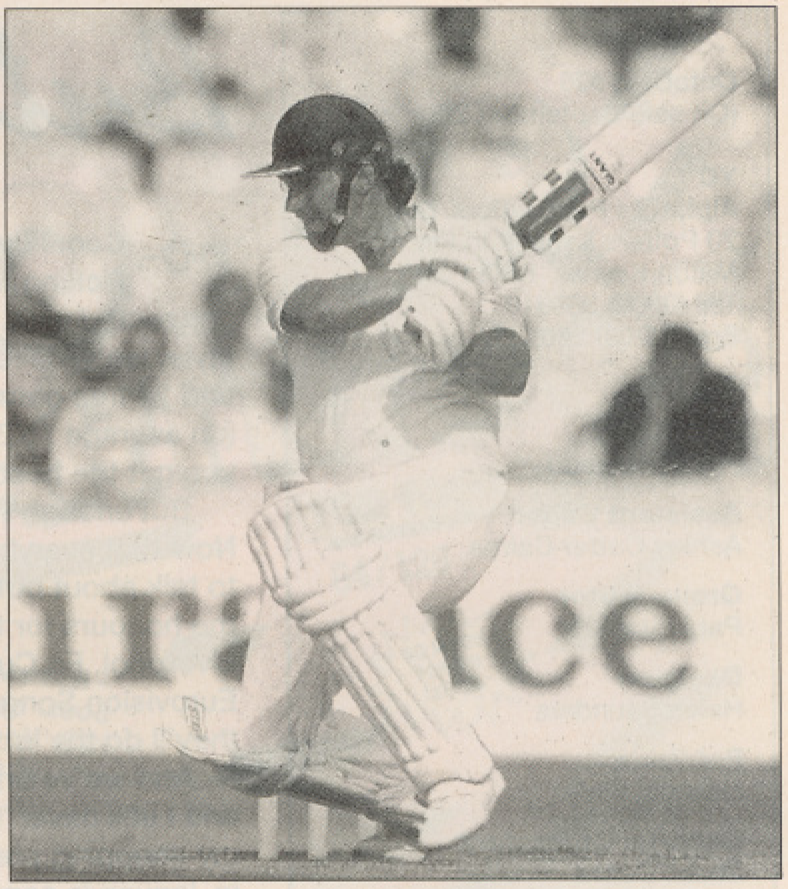
I'm off for now, but keep your ears to the ground, a few big things are happening and you're gonna want to be here when they happen.

*Rik Henderson*



# DATA

With Mr. Spam



## MUNCHY BOX

Coo, Commodore has joined the rest of the computer world in announcing a brand spanking new console, and this one is based on our very own C64, coo.

For those of us with C64s this means very little, apart from the fact that companies will now be producing games on cartridge too, at a pretty high price I should imagine. The console itself, you see, has exactly the same specifications as our favourite machine but without a keyboard, just a dirty great slot in the top to stick your games.

For the outlay of £99.99 you get the machine itself, a 'games controller' (a joystick to me and you), and a four-game cartridge containing Klax, Fiendish Freddy's Big Top O'Fun, Flimbo's Quest and the old fave International Soccer. Another 100 new cartridges are expected before Christmas, and these will slot in the back of your C64 or C128, if you could be bothered.

So what does the future hold? An Amiga console? The eventual phasing out of our Commy 64? A cartridge stuck to the front of YC? Who knows!




## STUMP COLLECTING

Challenge Software, most famous for YC Fun One's Treble Champions and Cricket Master, has now announced yet another cricket game, but this time with the sponsorship of that world famous England and Hampshire batsman, Robin Smith, who?

Erm... Well, he's got a beard and he played rather well against the West Indies in 1988, and apparently he's got a wonderful sense of humour and is respected in cricket circles, er... yes!

And in order to capture the market at just about the right time, Challenge is releasing the game around... Christmas, just when the cricket season is in full flight? Yep, we're as baffled as everybody else! It'll be a stonker of a game though, if it's any bit as good as all the rest of Challenge's games.



## MAN YOO, MAN YOO, ERM... MAN YOO!



On Saturday August 18th, our own Rik and Peter Calver from Audiogenic Software took Alex Mead from Brixham, South Devon and his mother to the Charity Shield at Wembley. Why? Because Alex had won the Emlyn Hughes compo that we ran in the June edition of your favourite magazine.

Luckily Alex was a Manchester United fan and they all had a slap-up meal and then sat in ever-so-expensive seats in order to watch the team draw 1-1 with Rik's team, Liverpool! Great fun was had by all apart from the fact that they were in the Manchester end, so when Liverpool scored Rik had to celebrate in silence. A good result on a brilliant day.








## ARTY FARTY ☞

So who's this INGONEU geezer then? What does he do? Well, if you take a look at some of the artwork on this page I think you'll get the idea. Yes, that's it! He's an artist.

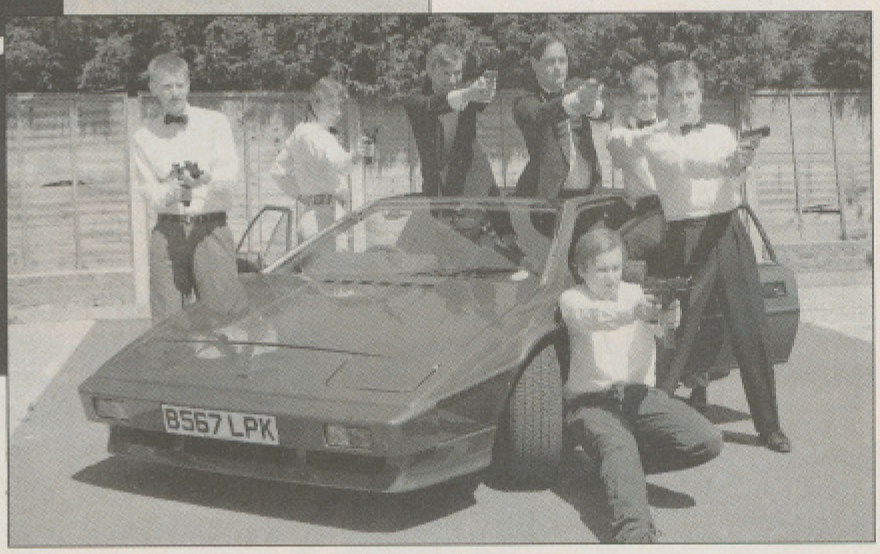
But not an ordinary artist, no siree. INGONEU performs his art on the Amiga ('aint dat one of dem expensive computers) and prints it out using an inkjet printer, and I think you'll agree with me that it is very effective. It sort of gives it a Cyberpunk effect.

He's recently had exhibitions in West Germany and Austria, and some of his paintings have been sold for loads of cash by an Austrian museum! What we want to know is, when is it going to come here so we can buy some with our YC expenses? Erm... HOW much?








## IT'S THOSE DOMS AGAIN

Who the blinking flip are these two? Oh no, not the Doms again? Oh yes! And isn't that a Lotus Esprit they're standing in? Coo, things are certainly looking up in the world, so much so that they have even had to take they're shoes off to stand in the car, pooey!

All this malarky is in order to promote the latest bond game to come from Domark, The Spy Who Loved Me, as revealed in YC August 1990. Further news is that the game will be released in September sometime and will cost £9.99 on tape, and £14.99 on disk.

Another September release for Domark is TNT, a compilation of five Tengen titles. Hard Drivin' (never released on the C64), Toobin' (Erm... Not too hot), APB (pretty cool), Dragon Spirit (Okay), and Xybots (pretty hot poopie stuff), are all on it, and it must be worth it to see why Hard Drivin' was never released alone. It'll be £14.99 on tape, £19.99 disk.



## NEW... ER... OLD DESIGNER

YC gets itself a new designer in the form of its old designer Mark "I'm NOT in a panic" Newton. What does this mean? The team are BACK in force!!! And you'd better believe it!

## BREEDING KIDS

Activision has had a few, how do we put this in order to sound positive, a few probs recently, but not being ones to lie down and winge the company has two new mega games coming our way.

Dragon Breed is a conversion of the wicked Irem arcade machine where you get to ride a big, wobbly dragon who is made up of 13 segments to give it an even more wobbly effect. It is a sideways scrolling cutesy game, with a definite Japanese feel, and if it is any bit as good as the coin-op we'll be shouting yipee until the cows come home!

Another big arcade hit was Atomic Robokid, and this too is coming our way. There are 21 levels of, also, Japanese flavoured fun where you fly, walk and blast loads of meanies. And you'll be able to read the review of the game in next issue!

Both will be available in November at the prices of £9.99 for tape, and £14.99 for disk.

## COIN OPERATIONS

Do you spend all your dinner money in the local arcade? Do you hang around the neon houses looking for cheap thrills? Do you hassle your parents to subsidise your addiction? Well, here's further chance to do so in the shape of a new arcade.

Electrocoin, arcade supremos and software house, has opened a new arcade on Tottenham Court Road entitled the 'Casino Leisure Centre'. The company promises that it will house the latest in games, and the new Neo Geo system, it will even have some games that'll take months to appear anywhere else.

If you're in the West End, pop along and spend all of your cash, it is indeed the only way to preview games that'll soon appear on your Commy anyway.

It is based at 69 Tottenham Court Road, right next door to Goodge Street tube station.

## THE DREAM TEAM

So what does the YC review team like to eat in the mornings, before they crawl out of the house...

**Rik "Red Baron" Henderson**
Rik likes Coco Pops because "they even turn the milk brown", that and a can of coke, two packets of Monster Munch, and couple of Tracker bars. When he was asked why he was so slim he replied "Oh, I don't eat them, I rub it on my chest to see if any hairs grow!"

**Ashley "Tom Cruise" Cotter-Cairns**
Ashley is a much more healthy breakfast man, liking Honey Nut Loops, Kellog's Raisin Splitz, Shreddies, Shredded Wheat, Honey Puffs, and several other types of breakfast, all in the SAME bucket!!!

**Beverly "Snoopy" Gardner**
Beverly is a more conservative breakfaster. She likes a hand full of Refreshers and a can of caffeine-free coke. Occasionally we see her munching on some bran flakes, but you're likely to catch her with a chocolate croissant in her gob!

## THE SKOREBOX

Each game is given different ratings in the form of a wonderful froody skorebox (notice the change of letter from 'c' to 'k' in order to make it even more fashionable).

**Graphics (out of 10)** - This is what we think the games appeal is presentation wise and graphically.

**Sonics (out of 10)** - Does the music grate? Do the sound FX come across as realistic?

**Fix Factor (out of 10)** - This is what we think the instant appeal of a game is like. Does it grab your attention straight away? Or is it too hard to get into?

**Half-Life (out of 10)** - How long will the game retain your interest? Minutes? Hours? Days?

**Overall (out of 100)** - This is the personal rating given by the reviewer of how good they think the game is.

**00-25** This game is so abysmal that the only reason anybody would ever want to see it is for novelty value.

**26-50** Incredibly dull, and not interesting in the slightest. Watch 'Hitman and Her' and you'll get the general idea of what I'm talking about.

**51-75** Not too awful, and probably somebody's cup of tea, although we'd rather stick to ginger beer.

**76-84** A good game with more going for it than most. It'd be best to check these ones out in the shop before you buy them.

**85-99** Go out and buy immediately, these games are hot. So hot in fact that you'd be done for taking them into a no-smoking area. Any game getting this score are announced as YC Fun Ones (the YC seal of recommendation).

**100**
No game has ever got this rating, and any game to ever get this would be the best that anybody could ever do on the commy 64. You'll know when a game this good comes around because all the games players in the world would wander around and bump into lamposts and things.



# U.N. SQUADRON



**US GOLD - £9.99 Tape, £14.99 Disk**

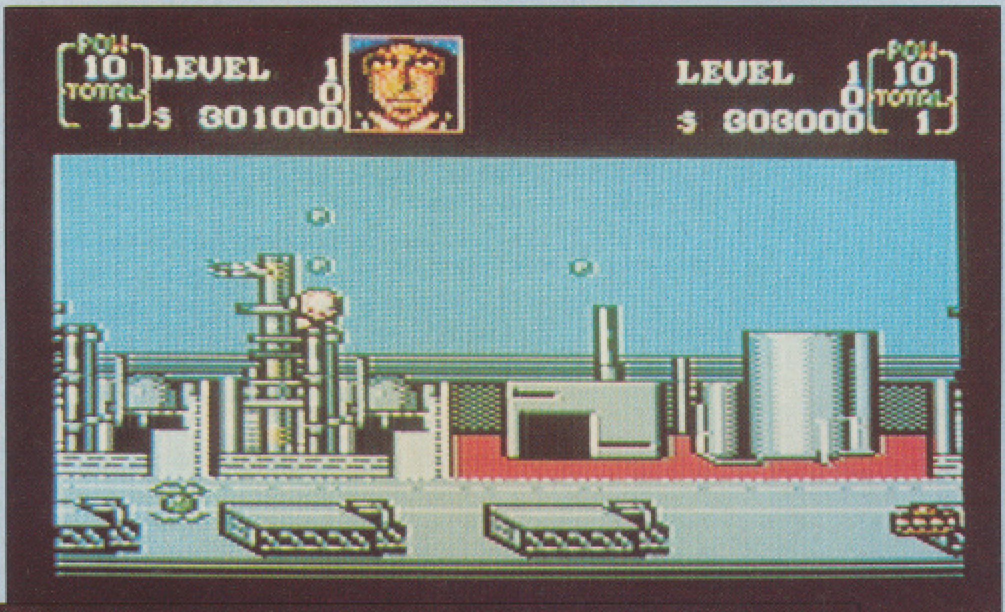
**The Middle East is not the most friendly of places at the moment, and according to U.N. Squadron the World demands an end to the bloodshed. Who do they send? Well we don't know, but we sent Rik!**

Talk about timing! There's old Saddam Hussein munching around the Middle East provoking all kinds of hostilities and US Gee decides to release a Middle Eastern battle shoot-em-up. But I suppose it's not really their fault, I mean it is an arcade conversion after all and anyway there's not a single mad dictator in sight, no British hostages in hotels, or refugees fleeing to other countries. This time there's a more evil force behind this (if that is indeed possible).

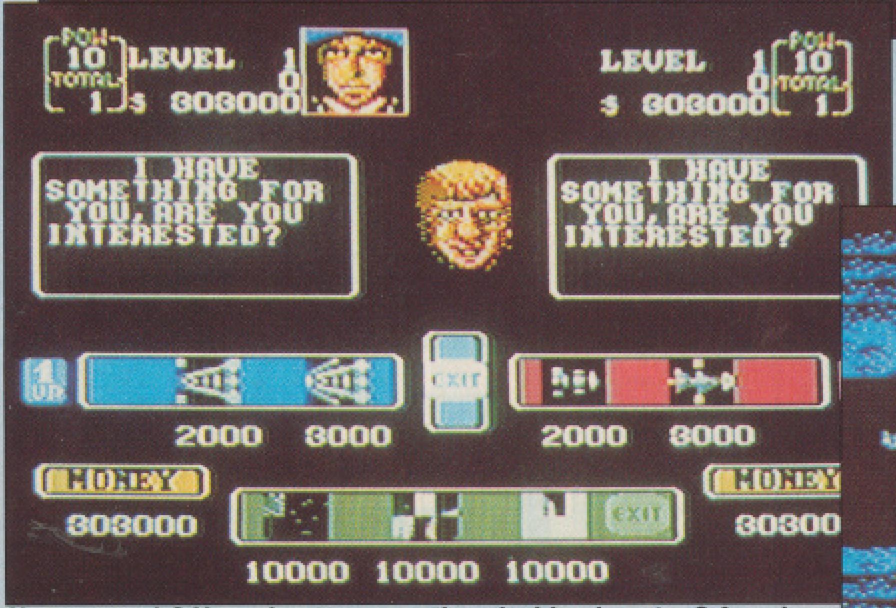
The arms dealers (the guys who make large and munchy weaponry out of old cereal packets and washing up liquid bottles, not people who deal in sweaty limbs) have taken over. This is because there looked like an end to the civil war and conflict that has been taking place in the Middle East for many years (I think it's a little worse now, don't you?) and they can't have that, nobody would buy their latest megadeath machinery. So they've built loads of big tanks and other assorted nasty whatsits and they plan to take over the entire world so that people will have to buy their assortment of weaponry from them alone. Oooo... you can't trust anybody these days, can you?

This is where the three bravest men in the world come in. Not Larry, Mo and Curly, but three pilots who are willing to risk their bacon against such evilness. There's Mickey Simon in his F-14 Tomcat (a speedy little number with big blasty guns), Shin Kazama in the F-20 Tigershark (a speedy little number with big blasty guns), and Greg Gate in his A-10 Thunderbolt (a speedy little number with big blasty guns), and they have to fly into the battle zone, kill just about everything and fly out again without, hopefully, a scratch (otherwise they'll probably have to pay the geezers that they're fighting for new equipment).

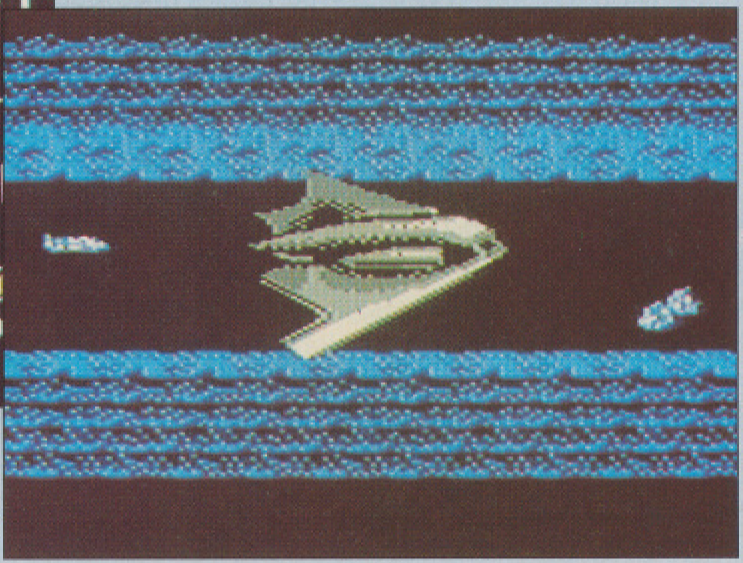
How do they do this? With great difficulty probably! But try they must and try they most certainly will do. Or at least you will, because surprise surprise it's Cilla 'ere, you get to




**Brakka, brakka, eat lead raisens!**




**New arms sir? How about some rather dashing legs too? A real bargain, dare I say it a feat of human technology. No? Look, I've gone out on a limb to get holds of these! I've stuck my neck out, the least you could do is give me a hand! How about a fish finger?**



# Fax

### There's No Arm In It

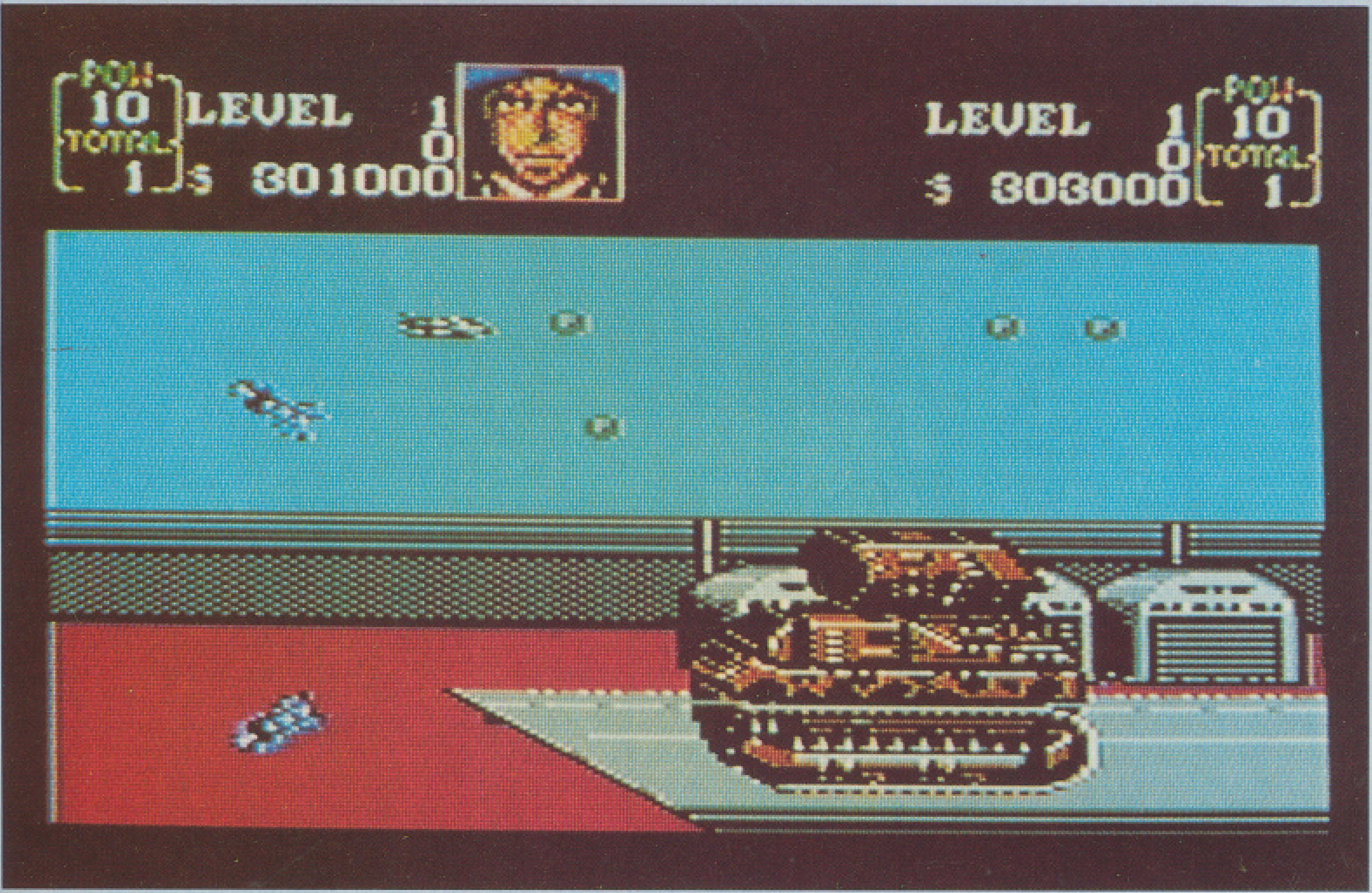
Arms are not often found in second-hand shops, they are normally kept in an armory, which is no mean feat.

Running around with your arms extended, and whistling the tune to The Dambusters will not only make you dizzy but will probably end up with you locked in an institution, so it's probably not a very good idea.

**skorebox**

| | | | |
|---|---|---|---|
| | 8 | | 9 |
| | 8 | | 8 |

**overall 87**




choose which character you wish to play in this horizontally scrolling smeg-the-frag-out-of-everything-em-up.

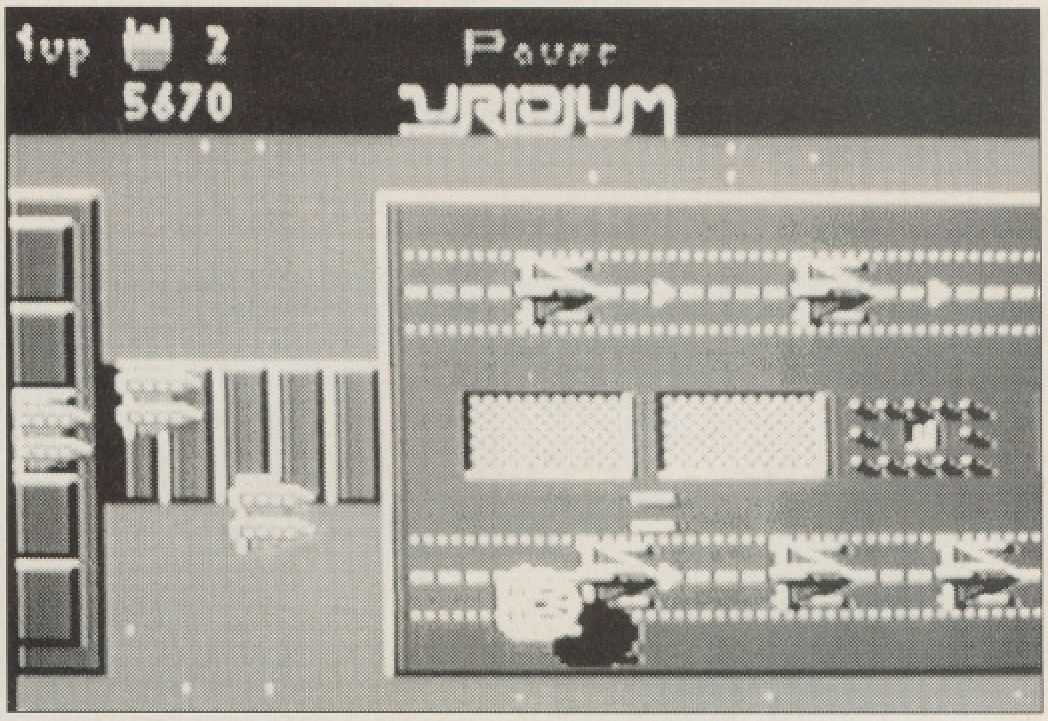
At the beginning of the game you see three guys grinning cheesily (they haven't seen what's coming up) and you must choose one of them. The plane rolls out onto the runway and you find yourself shoved out into the action with a pea-shooter to fend off the enemy. And it is here that you realise that this is really a stock shoot-em-up in theory. There are waves of meanies that come towards you, ground meanies that fire missiles up at you, icons to be collected in order to later swap it for better weaponry, and end-of-level buggers that are several times bigger than yourself, and essentially that is about it.

But what makes a good shooty is the gameplay, and U.N. Squadron has oodles of that. The attack waves are fast with a capital 'fas', and the levels get very demanding indeed. The extra weaponry, which you buy in a shop at the end of each level, allows you to do some really funky fighting, and there is the added bonus of being able to have simultaneous two player action (a bit like Silkworm) with each player (with his hands firmly grasped around his joystick) taking the role of different characters.

And the graphics are not half bad either, with smooth scrolling and speedy sprites, and the main end-of-level guardians are very well drawn indeedy. Sound is fair, and the entire game, although offering very little that is new, is a very good blasty. Now run along and buy it you arcade freaks you!!!

# MEGABLAST

**Got itchy fingers? Bored with genteel games and flight sims? Worry not ol'fruit. The 64 had it's fair share of classics over the years and here with a helping hand and a ready trigger finger is Sean Kelly's guide to some of the best blastin' ever released for your mean machine.**




Uridium - One of the best shoot-em-ups in the world, probably!

**What is a Shoot 'Em Up?** That is a question that has vexed many a philosopher over the centuries. Well, this is a lie. It's a bit a of stupid question really cause the answers obvious. It's anything that involves bugger all brain power and crateloads of joystick mashing. Oh, and killing things too. There's got be lots of things dying, exploding, bleeding, having limbs ripped off or being forcefully suffled off their mortal coil in some other equally violent but entertaining manner. And a bit more carnage on top of that for good measure, otherwise it's no use. You can be flying along, walking or even floating, but as long as everyone around you is being blasted to bits, it's a shoot em up.

**So what makes a good Shoot 'Em Up?**
Lot's of killing, loud noises, big aliens, massive levels, tons to do and er ... that's about it.

**So how can you tell if it's good?**
Simple. Check out this guide. There are several factors that contribute to a good shoot 'em up, five of which we will mark the games featured here on.

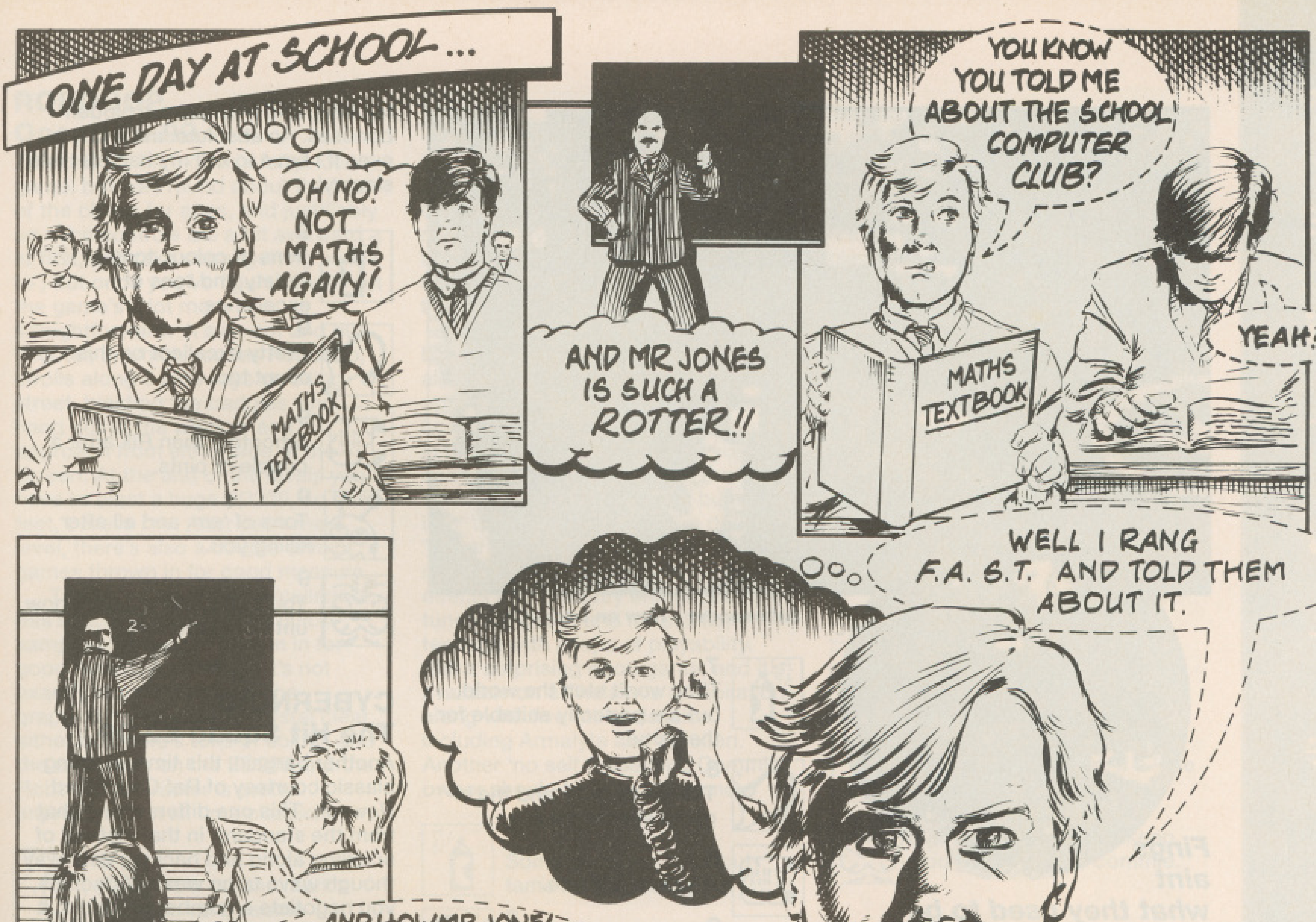
### GRAPHICS
Do the aliens look menacing , or do they look like they could be given a good kicking by the Accrington and District over Seventies Rambling Society and Croquet Club before they'd eaten their Weetabix? If the answers yes, then bin it.

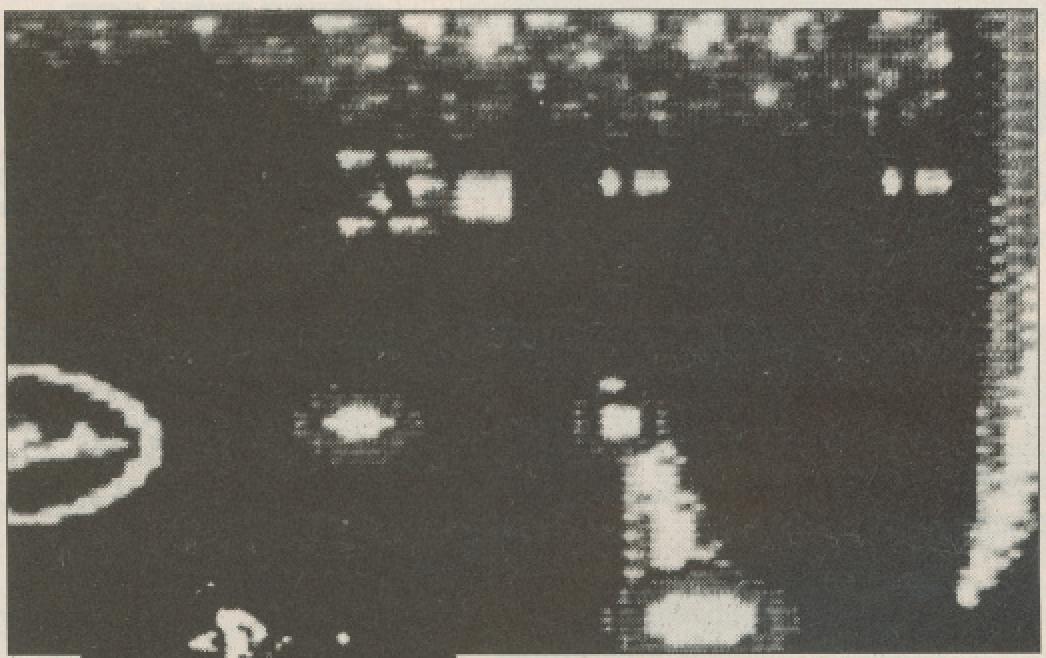
### SOUND
Do they sound like a bad recording of someone farting down a dodgy telephone line, or is it a case of 'Whoops there go by eardrums. I don't expect I'll ever see them again matey' whenever you blast one away. If it's the latter, then the game's passed it's aural exams.

### SCROLLING
Although it doesn't appear in every shoot ' em up ever, in those where it does it's mega important. What we want here is something smoother than a Nat King Cole record, as opposed to something with more jerks han the Kylie Minogue fan club.

### ENEMIES
There's nothing more boring in a shoot 'em up than aliens that are easy peasy lemon squeezy to beat cause they always follow the same flight pattern, or cause you only get two on a screen at any one time. What we want is seventy two thousand aliens, all heading for your ship, and all firing homing missiles at you. That way, when you clear a screen of them, your mates fall worshipping at your feet rather than saying "Only level six? I got to level four hundred and seventy two on my first go.You're crap!"

### FIX FACTOR
Does your hand become moulded to the joystick? Do you come out of your bedroom so rarely that your pet dog starts to attack you 'cause he thinks you're a burglar? Do you set your alarm clock to wake you up during the night so that you can have one more go? Is the only way to get you away from your computer to prise your fingers from the joystick and take a hammer to the power pack? If the answer to any of these questions is yes, then the game has a high fix factor. If, however, the game results in the mere thought of going within ten yards of your computer bringing you out in a cold sweat, then the fix factor is round about nil.


ONE DAY AT SCHOOL...
OH NO! NOT MATHS AGAIN!
MATHS TEXTBOOK
AND MR JONES IS SUCH A ROTTER!!
YOU KNOW YOU TOLD ME ABOUT THE SCHOOL COMPUTER CLUB?
MATHS TEXTBOOK
YEAH?
WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.
AND HOW MR JONES LETS EVERYBODY COPY SOFTWARE, AND EVEN DOES IT HIMSELF?
I'M NOT SURE WHAT THEY'LL DO, BUT THEY WERE INTERESTED
I HOPE THEY GET HIM
THEN I'LL SHARE THE REWARD WITH YOU!!



Salamander - Now on budget!!!



## *Fings aint what they used to be*

O yes they are, except they're not as old. In the shoot 'em up stakes though, it's a fact. Some of the best shooties around are a bit past their sell be date. This is no bad thing though, cause this means that some of the best adrenalin pumpers are to be had for less than three quid. THREE QUID!!! That's the price of two pints and bag o'nuts at my local, so there's bargains to be had and no mistake missus. So, without further ado, let's get straight into the blastin' blitz.

### SALAMANDER
### The Hit Squad £2.99

This one, for those not in the know, started life as a pretty hot Konami Coin Op a few years ago. It's a no messing, fly to the end of the level before encountering the big nasty type game with absolutely crateloads of action. Destroying a wave of enemies will leave a bonus weapon, most of which are useful, and some of which are a absolutely essential. In addition to the usual left to right scroll, it's even got some sections which are vertical scrollers.

Salamander's got just about everything you'll need to keep you blasting for ages. If you haven't got it, then it's absolutely unmissable at three quid, and if you have it already,dig it out again and you'll be surprised at how totally fab it still is.

7
They won't stun the world, but are perfectly suitable for the game.

8
The tunes okay, and the in-game effects are fine.

8
It scrolls just fine.

9
Some unusual and imaginative bad guys and hazards to negotiate.

9
It's fab. A totally spot on conversion of a good arcade game that's a massive bargain at just three quiddies.

### TURRICAN
### Rainbow Arts £9.99

This one is epic. It's enormous. You needn't bother with the scenario, but checking out the instructions is a must, cause this one needs so many hands on so many buttons even an octopus would have trouble. That's normally a bad sign with a shoot 'em up, but this one's different, cause after a while getting the right weapon for the job is intuitive. In Turrican, the aim is to work your way though the world of Turrican for some reason or other, negotiating the literally hundreds of hazards and enemies as you go. You'll find yourself leaping over mountains, piling caves, jumping over waterfalls all within about five minutes of loading up.

There's hidden bonuses all over the show, and a quick swing of your laser beam should be exercised at every possible instance in order to reveal them. This one really is state of the art and no messing. It combines rapid shooting and hacking, and Marioesque hidden bonuses. An absolute 'must buy even if I have to sell my hamster into slavery'.

9
Tons of colour, tons of variety and tons of excellence.

9
Pretty excellent on this count too.

9
Smoother than Rik after a couple of pints.

9
Tons of 'em, and all after killing you.

9
You'll be playing it from now until Christmas.

### CYBERNOID
### The Hit Squad £2.99

Another bargain, this time an aging classic courtesy of Raf Cecco and Hewson. This one differs somewhat from the standard, in that instead of scrolling along and hacking your way though wave upon wave of baddies, you negotiate a number of rooms. It also deviates from the norm because instead of starting off with one basic weapon and collecting others as you go, you start off with five different weapons, including homing missiles, mines and bouncing bombs. As you work your way though the rooms, you'll need to figure out exactly which weapons are best for which particular room, and how best to use them all economically.

It's got some brilliant graphics, meaty sound effects and a brilliant tune. If you like to use a little-but not too much-brain power along with your shoot 'em ups, then Cybernoid is the one to go for. A classic. What more could you want?

8
Nothing stunning by today's standards, but some brilliant effects all the same.

8
A fab tune, and some good solid chunky explosions.

0
It doesn't . Not even in the slightest.

7
Not particularly clever, but the sheer numbers and limited space make the going tough.

9
If you allow yourself to get addicted to this one, kiss your social life goodbye.

## ROBOCOP
## Ocean £9.99

This one's a bit old for a full price game, but was round about the top of the charts for ages, and justifiably so. The controls are a bit awkward at first, and take some getting used to , but once you've figured them out the game's a lot more straightforward. It's an out and out shooter, in which you, as Robocop, strolls along a sideways scrolling street, blasting the baddies who hang out of the window and approach from either side of the screen. At the end of the levels you'll have to blast a huge ED209, no easy feat, believe me. After each main level, there's also a couple of mini games thrown in for good measure.

The tunes are pretty excellent on this one, and there's even quick sampled 'Robocop' thrown in for good measure, although it's not exactly stunningly clear. The graphics aren't exactly crystal clear either but there's tons of colour, and the animation on the ED209 and the Robocop character is pretty impressive. An all time classic.

**8**
Fairly dull, but the mark's bumped up by some excellent animation.

**8**
A good tune, and some good blasty effects.

**8**
Nothing special, but good enough for the job in hand.

**7**
Not exactly the most difficult opponents to kill, but the sheer numbers keep you blasting.

**9**
Although not scoring massively in any particular department, the whole lot goes together to make an excellent game.

## DELTA
## Thalamus

This one is another blast from the past, but one of those games, like Uridium, that was completely revolutionary for it's time, and wiped the floor with all the competition at the time. And, unlike it's sequel Sanxion, this one really has aged well.

It's a left to right scroller, where blasting a few complete waves of aliens will access a number of power ups, the number dependent upon how many you blast. One neat touch is that all the power ups that you can't access still appear on the screen, but you must avoid bumping into them otherwise your're dead. The graphics look fairly uninspired now, and a bit boring, and the sound effects don't exactly enthral, but the tunes are good, and it's still fairly teeming with heaps of playability. Still a surprising good game, and it's available on a Thalamus compilation along with five other classics including Armalyte and Sanxion. Another 'no self respecting Commie owner should be without' game.

**7**
Some good touches, but tame for the most part.

**8**
Average sound effects but good tunes.

**9**
When it needs to, it shifts the pixels at a massive speed.

**9**
Tons of different ones, and some unusual hazards to negotiate.

**9**
Yet another corker.

## URIDIUM
## Hewson

This is another of those games that was absolutely revolutionary for it's time. It followed the usual Hewson formula of having each level of the main game alternating with a short sub game. The sub game is nothing to write home about, but the main game will blow your socks off. It's f left to right scroller, with you in command like an aircraft carrier. The aim is to survive for as long as possible blasting the waves of aliens that attack you, before being given the command to land, at which point it's a race to get the ship docked before the whole lot explodes.

The game is megafast, and has some brilliantly smooth scrolling and ultra high quality graphics. This game provided the Commie 64 with one of it's finest hours.

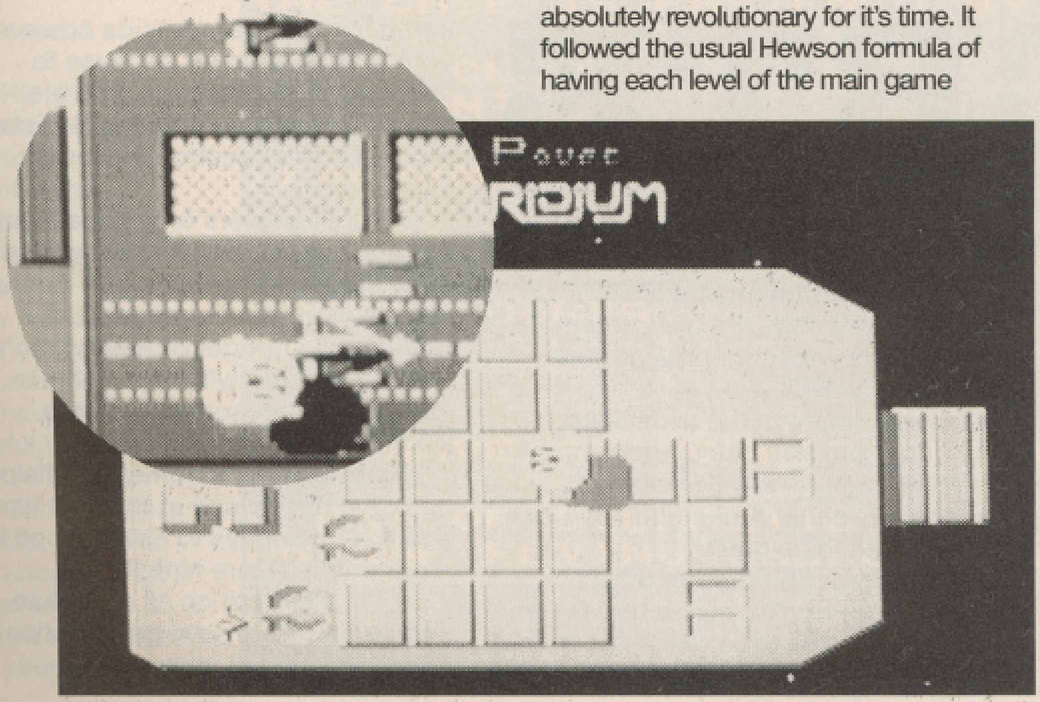
**9**
High resolution and brilliantly done.

**8**
Some high quality noises complement the game

**10**
The best

**9**
They are mega fast, if a little samey after a few hours

**9**
Another one that will keep you glued to your commie.



## SILKWORM
## Virgin Mastertronic

This one is apparently an arcade conversion, although I must admit to never seeing the arcade original. If it was half as good as the 64 version though, it must've made tons of money.

The aim, as usual is to guide your ship, in this case a helicopter, along scrolling scenery blasting everything in sight. Some of the bad guys in Silkworm take some real beating, and this one really requires an ultra fast trigger finger. The helicoptery theme works surprisingly well, and the graphics are excellent. This one has the advantage of a two player mode where the second player gets to drive a jeep along the bottom, and decent team work can make a real difference in how far you can get in the game. Simply brilliant.

**9**
A good theme well done

**8**
Lots of shootey kerblammey explodey noises, and all the usual stuff.

**8**
Not stunningly fast, but it doesn't need to be anyhow.

**9**
Some really devious enemies keep you on your toes

**9**
Not the most brilliant of the bunch, but the two player mode adds a lot to the game.

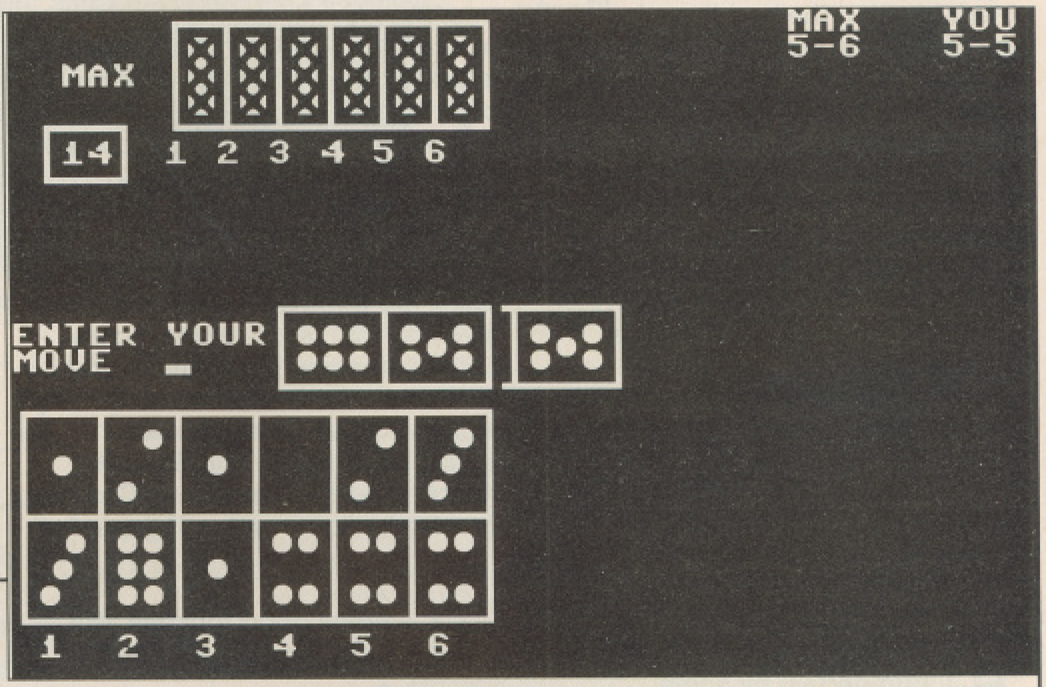
cassette

# ON THE TAPE

**The YC tapes are getting even more radical, bodacious, wicked and other terms of complete funkiness. And you even get the playable demo promised last month!!!**

## RUNNING ORDER

**Side A: Dominoes, Liberte**
**Side B: Time Machine Demo**




**An ancient game of strategy and cunning wit, Ash wouldn't be able to play it then!!!**

## Championship Dominoes

While sitting in the comfort of your home you can have a game of dominoes with Max and Joe at one of the two levels available in this excellent domino game.

The game uses a double six set of dominoes and takes out all the drudgery of shuffling and starting the game as the computer checks who holds the highest double, or the highest value, if no doubles are held by any of the three players. Player three is the human contestant of course.

To make the game as realistic as possible redefined characters are used to display the dots of the dominoes including colours.

As the screen area available is limited certain changes to the game layout had to be made but these were carefully considered so as not to detract from the pleasure of the game. Only the last domino played at either end of the line is displayed, however, as a domino is played the value of the domino is added to the appropriate column on the right of the screen. This allows a check to be kept of all dominoes that have been played helping you to decide on your move.

The block at the left of the screen with a number in it indicates the number of dominoes left in the pool which can be drawn if necessary.

# LIBERTE

By Paul Eves (the Ed of CDU)

Back in the early days of the 64, adventures had a large following. The big problem with writing adventures however, was the large amounts of memory required for the text. All sorts of techniques were employed to overcome this. One day, a software house called Gilsoft produced an excellent program called THE QUILL. Suddenly, the world opened up to all sorts of adventures. Unfortunately, like SEUCK system, people did not really use it to its full potential. LIBERTE is one of my offerings. Please remember, this program was originally written way back in 1985.....

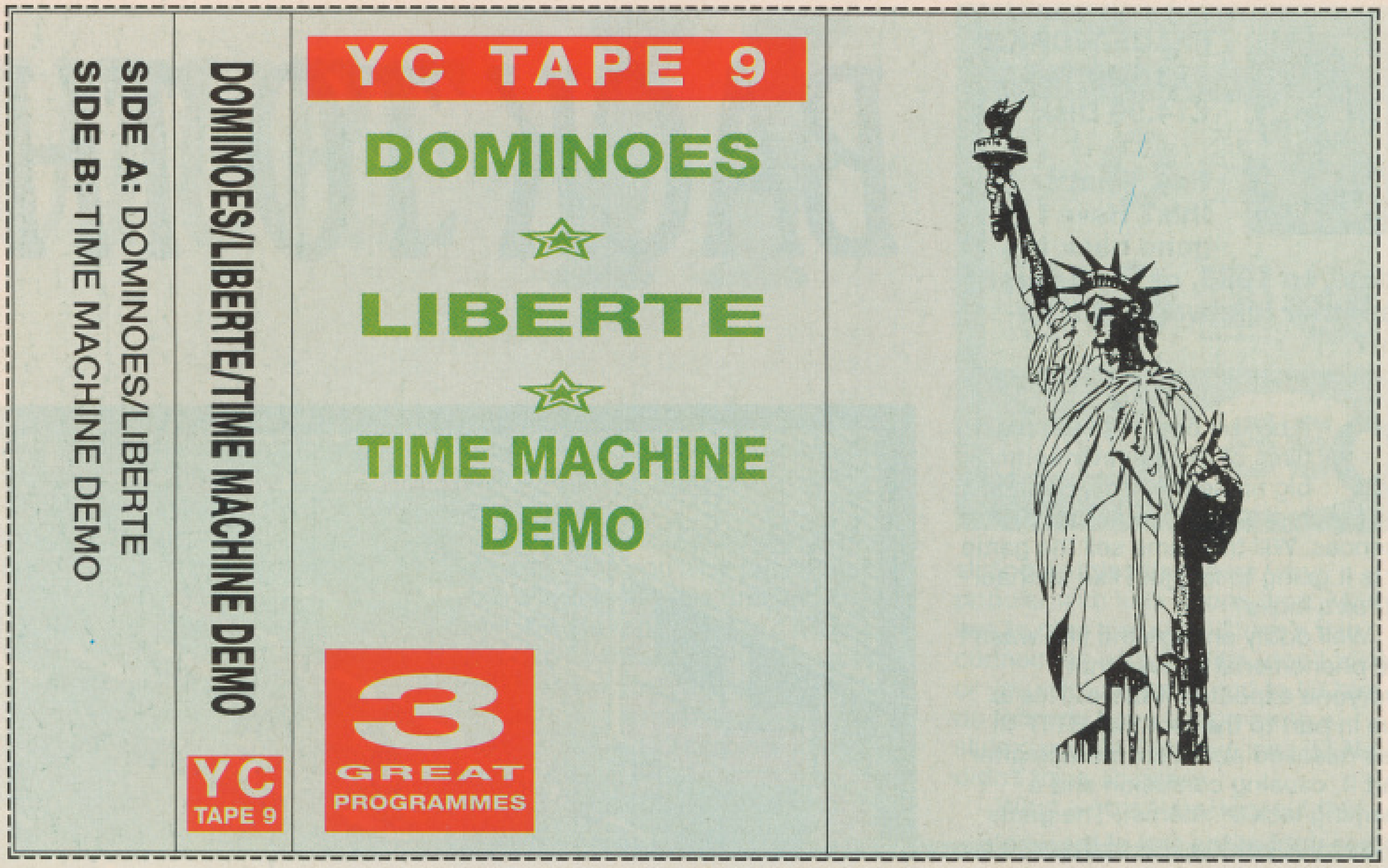
Liberte employs the usual verb, noun input but you can use extended commands for effect. For example, you can say either "Take gun" or "Take the large machine gun".

The scene is a prisoner of war camp in France. Your job is to use cunning and stealth to break out of the camp. Once safely outside however, your task is not over because to succeed in your escape, you are required to join up with the Resistanc and help them destroy the local Gestapo HQ.

All your powers of concealment wi be required to complete your mission, for during the day and night, German patrols roam the countryside at random. Do not get picked up more than once - you will not be able to carry out your escape if you are. (Hint!!).

As in real life, it sometimes helps t be in the right place at the right time and it always pays to have a good loo around first. (More hints!!).

As is standard on all adventure games there is a save game option. Good luck to you, may you be




## TAPE PROBS!!!

**If you've got probs loading your rather spiffing YC tape then you'd better return it, lickity split, to: YC TAPE 9 RETURNS, INTERCEPTOR GROUP, MERCURY HOUSE, CALLEVA PARK, ALDERMASTON BERKS., RG7 4QW.**

# TIME MACHINE PLAYABLE DEMO

Erm... Not an awful lot of room for this one, oh well, go and read the review in last issue you scabby so and so!!!



successful.

MORE HINTS
In addition to the standard commands found in most adventures (N. S. E. etc) you may find some of the following unusual commands useful:\Enter, Exit, Out, Say, Throw, Set, Hide, Board, Shift, Fix, Secure, Cut, Fill, Blacken, and above all - brush up your French.

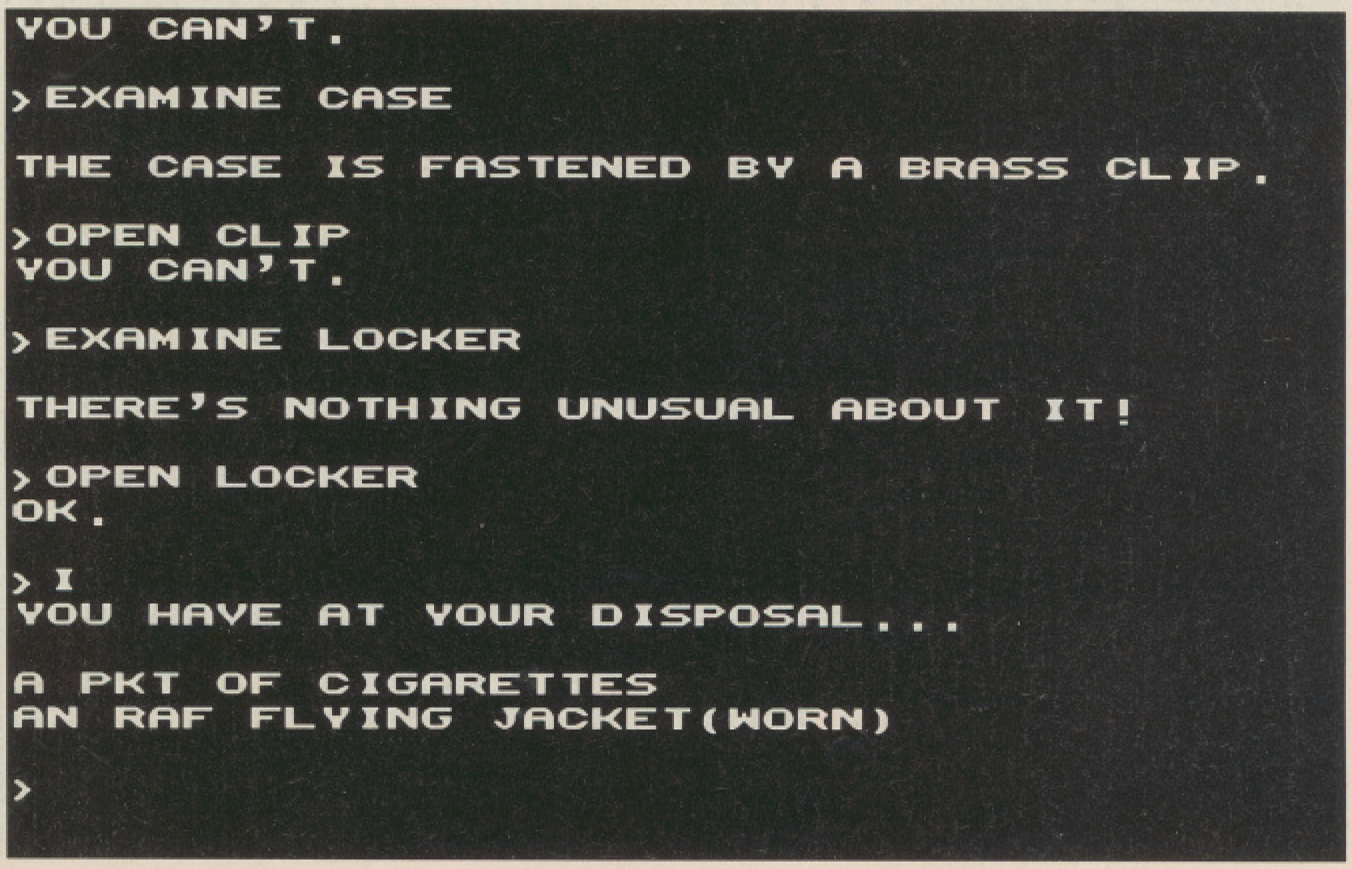
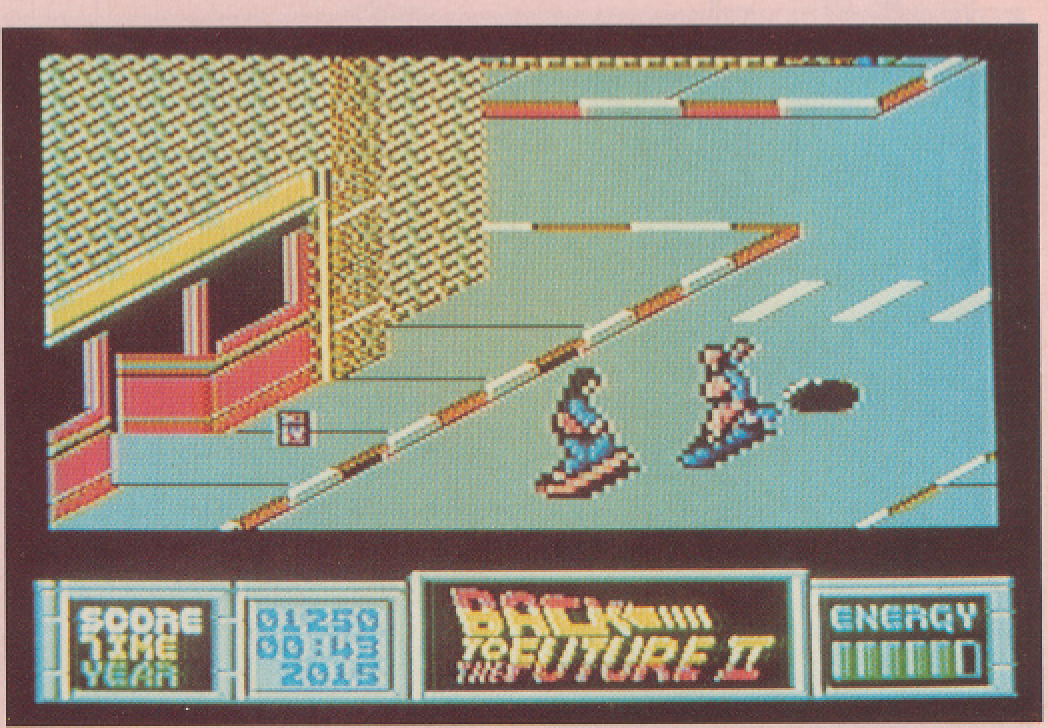




**IMAGE WORKS - £10.99 Tape, £14.99 Disk**

**Hey, what's this? Have I gone back in time, to 1985, or is this just another lukewarm film tie-in?**

# BACK TO THE F




One strike and you're outta here! Marty in no teeth shock!!!

Oh boysie boy. With the big films of the summer come big name releases. Back to the Future II is just one of these great licences. Will the name sell the game or is it going to fail, just like Michael J. Fox's looks?

Well oddly enough the film wasn't the phenomenal sucess that everyone expected it to be. This is due in part to the fact that BTTF III was released about six months after part II, causing confusion and a seeming lack of interest. The game comes right at the end of the whole commotion that the film caused so perhaps it's a little late to make the most of the interest generated.

Whether it is or not, I suspect that after past film tie-ins people in the street (that's you) will wait for reviews to appear before buying the games. I hope so at least, or else you may fall into the trap set by games like this one.

After BTTF I the wierd professor, Doc, comes back to the present to tell Marty that his future children need his help! But in going back Jennifer (Marty's future wife) gets into the house and comes close to meeting herself. This could be really serious so you're going to have to save the situation.

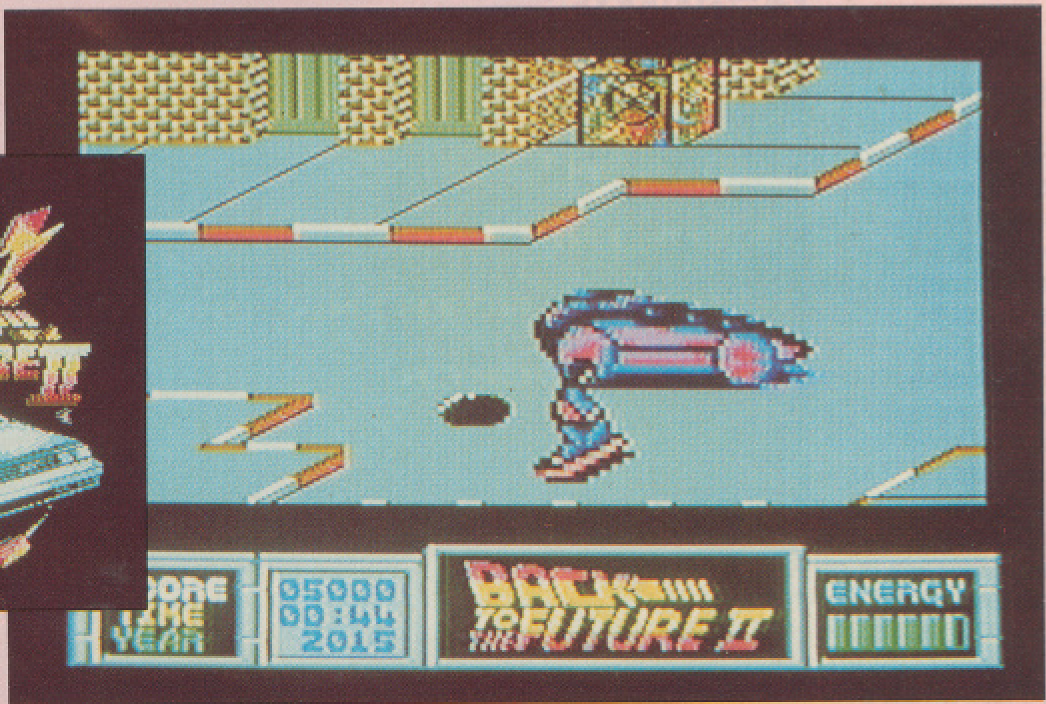
The game comes in five levels, which seem to be very thinly connected indeed. The first screen is okay, a scrolling skateboard section. You have to get Marty to the house, avoiding the various hazards. Other boarders try to kill you but these can be punched out. You can jump over

## Fax

### Sticky Moments

A cassette that has had the tabs removed can be written over by sticking bits of sellotape over the holes. This may come in handy if you've already bought this game.




Mirrorsoft in crap game horror! Back To The Future 2 wasn't that bad as a film but it doesn't quite cut it as a game. Mind you we can't have everything can we? I mean, we've already got Bloodwych and the Teenage Mutant Ninja Turtles!



# E FUTURE II

**skorebox**

| | |
|---|---|
| 5 | 4 |
| 2 | 3 |

**overall 56**

the hazards either forwards or backwards, and items turn up which can be collected for bonus points.

The problem with the level is that almost everything - including kerbstones, bits of mud and drains - drain your energy. The game area isn't really big enough to avoid the obstacles so you'll end up dying more often than not. It's a very frustrating level of the game. It's also repeated later as level five, only harder!

Many 'average' games players won't even have the patience to get past the first level. However if you do you are rewarded by a logic puzzle. In this level you have to get Jennifer out of the house. This is done by guiding her through one of a choice of doors and by watching what the rest of the family do as a result. After such an arcade-based sequence this doesn't come easy, as it requires brain work.

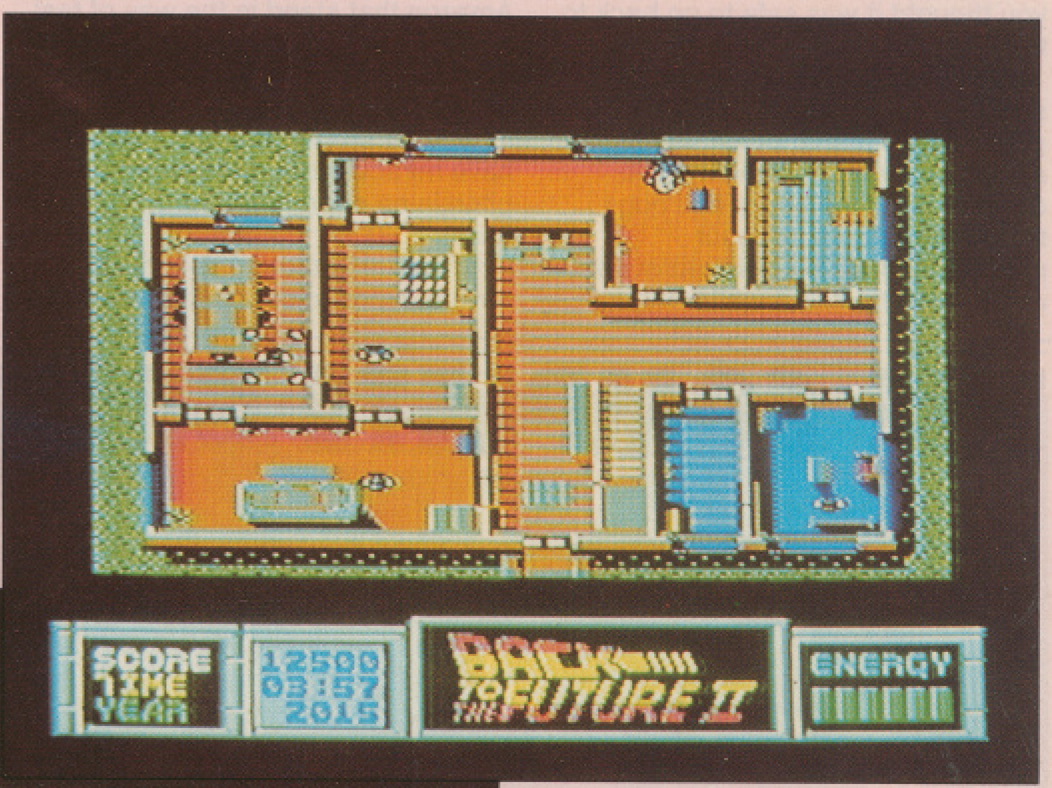
It can be very frustrating to have battled all through the first level only to fail the logic puzzle and have to restart. With a bit of thinking you will probably spot the pattern and get through. Now it's back to the arcades for a bit of ninja-style fighting. This section is a little like Dragon Ninja and similar games. You have to fight through Biff's henchmen.

The screen scrolls from right to left, and soon you'll be punching your way into various cronies. The level is quite fun at first but it soon gets dull as there is no variety to the action. Once you've beaten up a few hundred very similar-looking bad guys you have to complete another logic puzzle.

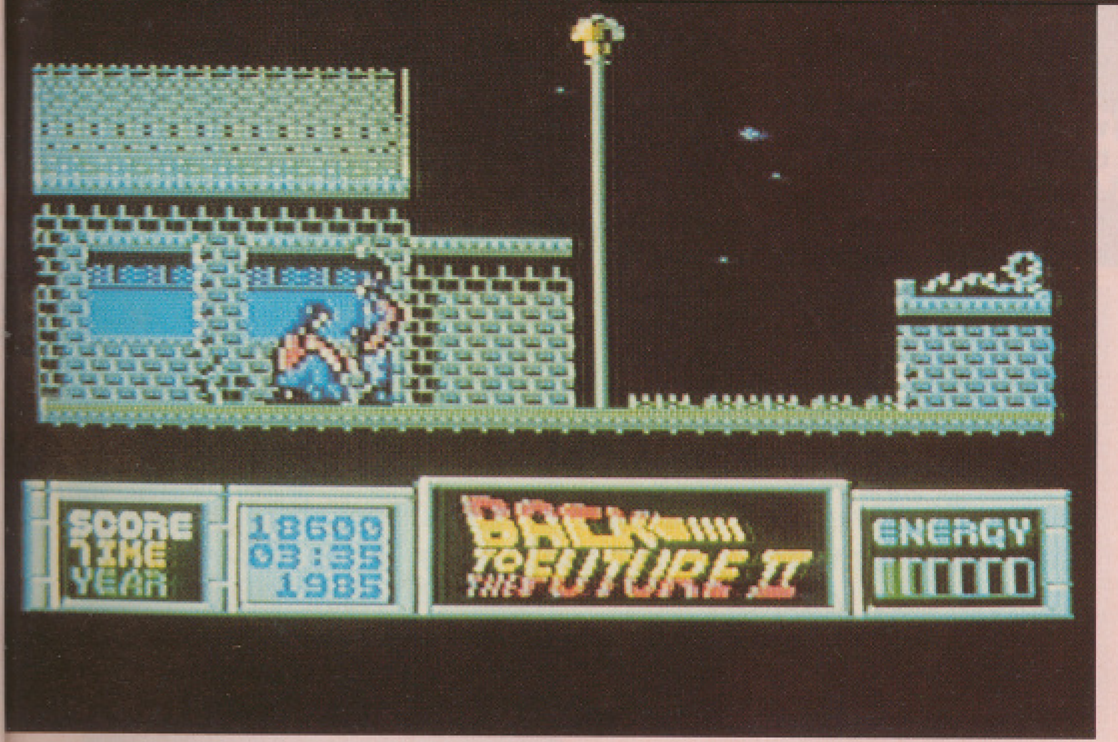
This fourth screen is like the sliding puzzles that were very popular with kids at one time. Marty has to play his guitar (there's the connection with the film, don't blink or you might miss it) and to let him do this you have to complete a sliding puzzle. Obvious isn't it? No, I didn't think so either.

What a complete cop-out this game is. Apart from the skateboard sequences, which could be said to bear relevance to the film, the game is a bunch of rehashed game ideas loosely (at best) tied in with the theme of the film. If you manage to get to the end of level five there is apparently another sixth level. Somehow I doubt that anyone will bother.

If you're a fan of Back to the Future you'll be very disappointed. If you're not you'll be very disappointed too. And if you appreciate value for money then you'll feel ripped off by the whole thing. Avoid.




**Small urban appartment, fitted bidet (only one previous owner) done tousand miles and several flushes, living room and panic button!!!**



# KICK OFF 2



**ANCO - £9.99 Tape, £14.99 Disk**

**Rik has just gotten over THAT game, and look what's come along! Ho well, the sequel has got to be better. It couldn't be worse, could it?**

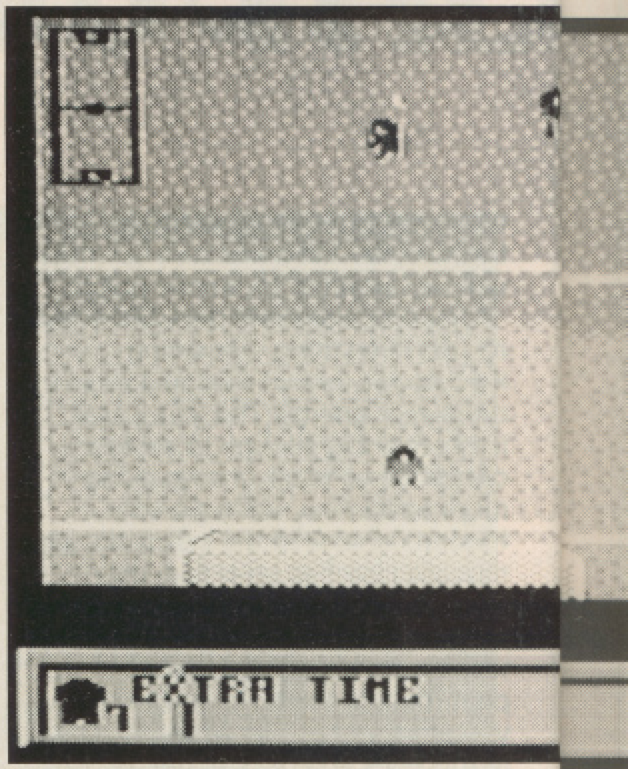
Yep, this is the sequel to THAT game. Yep, this is the footy game that everybody wants to see. Yep, this is Kick Off 2, just when you thought it was safe to go back to the footy fields.

And the good news is that this sequel is far, far better than THAT game, which to be honest was rather a floppy cucumber when it came down to it. All the errors and bugs that made the predecessor unplayable have been ironed out and once dry the game is whiter than white and biological too, but then again it's not THAT good.

Seen from a top-down view, the action is mightily fast and furious, and the scrolling matches up to the speed. You control the closest man to the ball, but sometimes this control falters slightly, and you can jump, slide tackle or kick (if you have the ball at your feet). And that is about it for the controls on the field, although this will take some mastering as, unlike most games of this ilk, the ball is not stuck to your foot like you'd just trodden in a remarkably stretchy piece of bubble gum.

You can also have your players chopped down like trees in the Amazon that stand in the way of fast food houses, or indeed you can perform the fouling yourself. You can even have players sent off, although at times it seems as if your players have miraculously reappeared on the pitch in an effort to prevent you from losing 53-0.

There are loads of options, and several types of competition you can play in, including the World Cup (aaarrrrgggghhhh!!!!), and you can have all the teams as computer controlled, or human, it's up to you. The options allow you to play on different types of playing field, each




**And the players are on the pitch, the crowd thinks it's all over!**

of which have varying effects on the bounce of the ball, and weather, which effects the wind (try taking a

# THE COMPLETE GAMES CENTRE



**CDS - £12.99 Tape,**

**10 games in one collection? How on earth could Rik emerge from this software overdose? He finally came out with a smile on his face!**

CDS isn't particularly a company known for its variety in games software, tending to dedicate its range towards games that require a little more cerebral matter. Blue Ribbon, the company's budget label, on the other hand had many such games and just about all of them are collected on one compilation along with the best game ever (in my opinion).

Wizard's Lair is a game much in the mould of the old Speccy classic Attic Attack, and if you've never heard of it before then you have certainly missed something. It is a top-down view, very fast arcade adventure with tonnes of things to kill, and not a lot else to do. The graphics are very Spectrum like, but the game's not half bad.

Hi-Q Quiz is very, very similar to Trivial Pursuit, so if you like that sort of game then you'll be well away.

The Ice Temple is one of the weakest games of the pack, and is an arcade adventure that I could do without. It is like many budget games before and beyond it.

Then there's Steve Davis Snooker, a game that's been knocking around for quite some time, and until recently it has been the best snooker simulation to appear. It is still a milestone though and is a great addition to anybody's classic game collection, and to this compilation too.

Pinball, which has previously appeared under the name Macadam Bumper, is a simulator of that flashing light machine that resides in most biker's clubs up and down the country. Not only that but there is a construction kit too to allow you to design your own bumpers (I would say ooer at this point if I were so inclined).

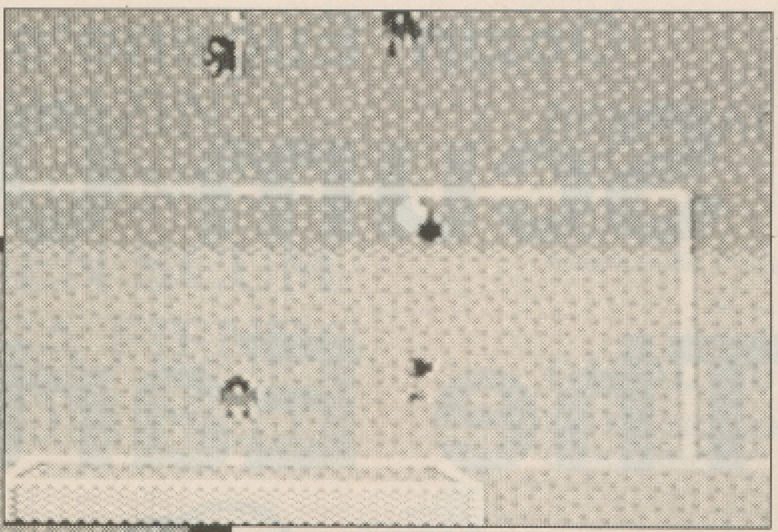
## Fax

### Wizardry

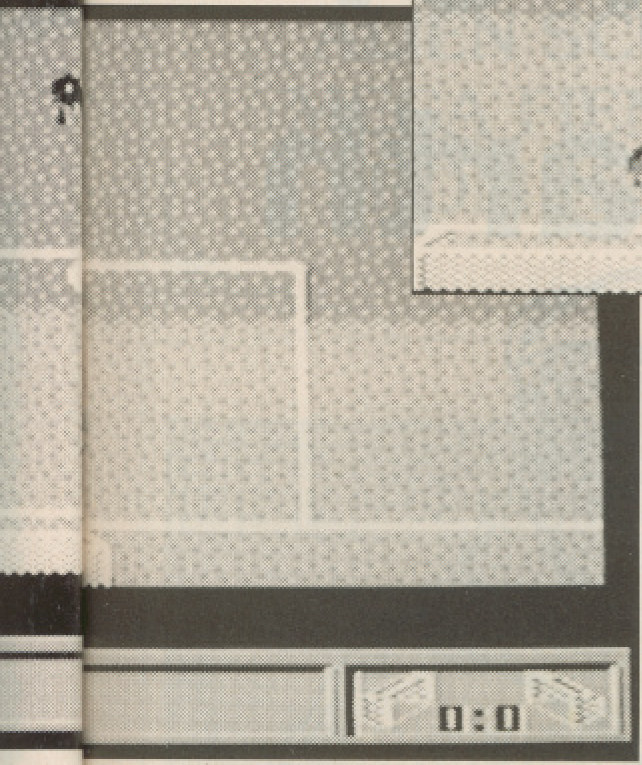
Brian Clough is the manager of Notts Forest football team and although he has a lair, he is yet to prove himself as a wizard.

Steve Davis has about as much charisma as the Ice Temple.

powder or something), but essentially these don't seem to alter the game much at all.



A close up of the action, erm... rather boring really!!!




The graphics are very fast admittedly, what I won't admit to though is my liking for them. They are non-descript and look as much like footballers as they look like cattle found on the dark side of the moon. The sound FX too have very little to offer.

This is not the best football game, but it's certainly worthy of being on the pitch. I think I'll wait for Kick Off 3 until I get my kicks (wah, wah, wah oooh!)

**skorebox**

6 7

6 8

**overall 77**

# Fax

**Ooer!!!**

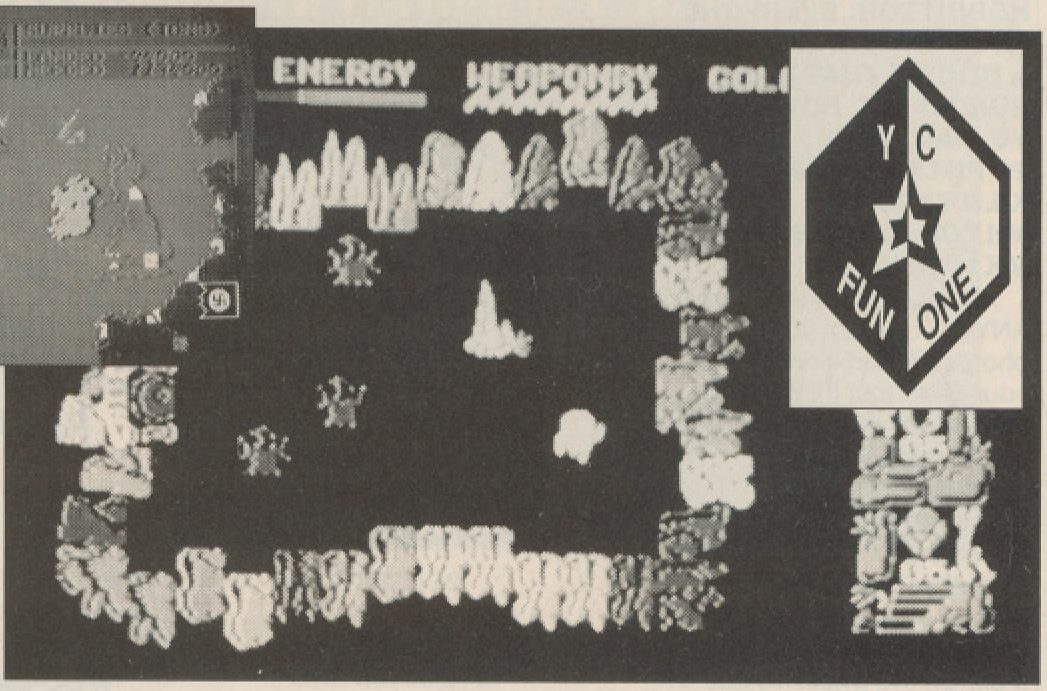
Kick Off sounds surprisingly like a very well known swearing phrase that we cannot abhore in this neighbourhood.

If you kick somebody in the shins very hard you may very well hear this phrase repeated many times.



Bar Billiards is next up and is an accurate version of that sport that was once a popular pastime in pubs when real ale was REAL ale. It is sort of a cross between pool and skittles, and apart from the graphics this is pretty good fun.

Syntax is a 'challenging shoot-em-up' that's not really that challenging and not really that good so it's probably best left well alone.




But although I'm not the greatest fan of text adventures (apart from Infocom ones) Castle Blackstar seems to be reasonable, but I didn't get far so I can't really say much.

Wulfpack is a wargame based around the second world war and submarine warfare in the Atlantic in that era. It's not bad, and is pretty playable with lots of different kinds of gameplay to be encountered.

And now to my most favourite game ever... Brian Clough's Football Fortunes is superb. It is everything one could ever want in a computer game. For those without knowledge of it, it is a board game whereby all of the 'chance' cards and match results are controlled by the computer. Superb stuff even if you hate football.

So a compilation of ten games for the price of what Football Fortunes is worth. This is possibly the best value for money you'll ever get outside of YC, so I'd give up reading this review and...

**skorebox**

N/A 9

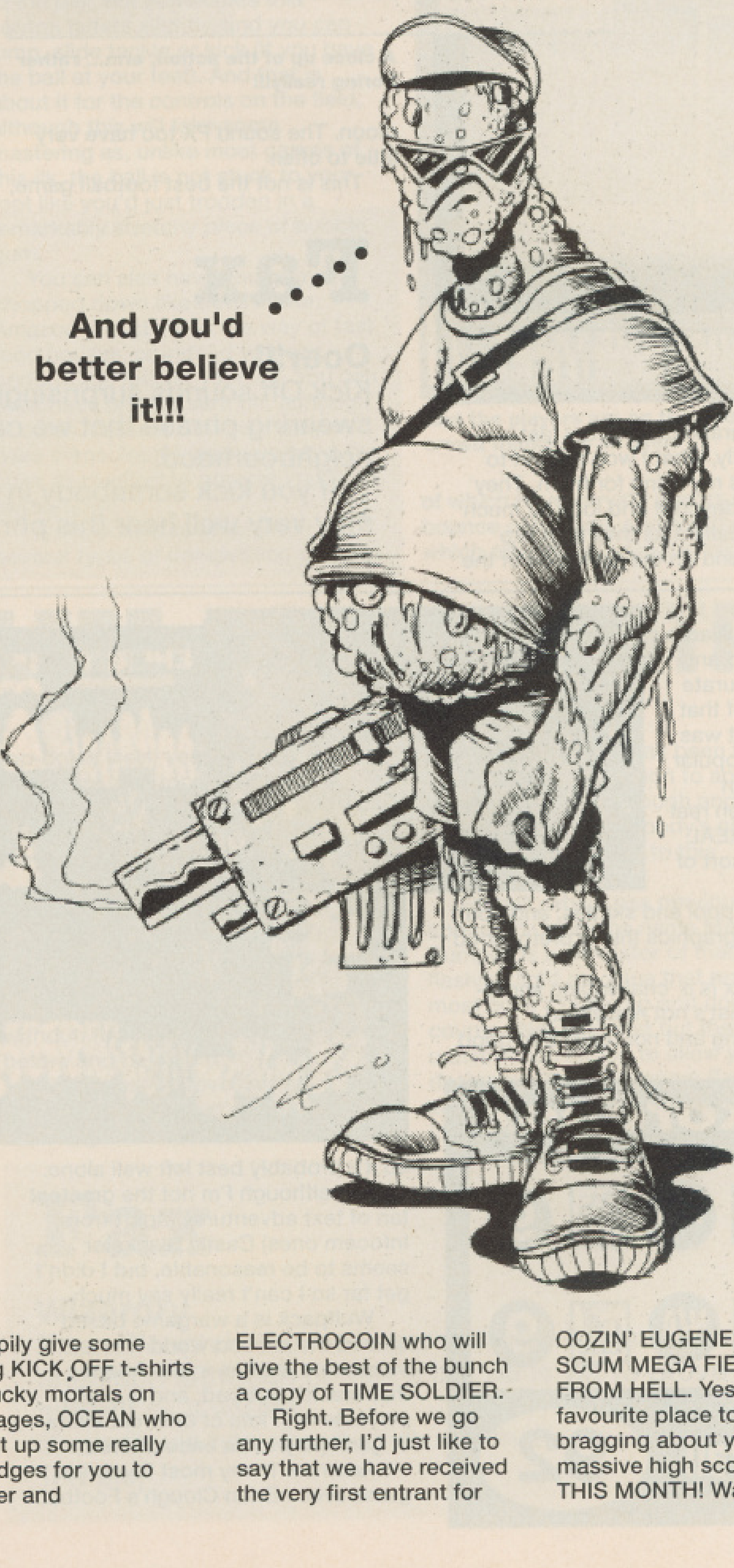
N/A 9

**overall 92**

**STARRING OOZIN' EUGENE AND SOMEONE WE CAN'T QUITE REMEMBER.**

## Oozin' Eugene's

# Scum Of The Earth




Hi gang. It's Eugene here again. Yup, the time of the month when slime gets dished out at breakfast, dinner and tea is back, and I'm frankly disappointed with your response. Not only did I get barely a dozen letters but not all of you used the full address that I gave you, and so the few letters I got took that much longer to reach me. Well, perhaps I should withdraw my offer...

No, don't panic. SCUM OF THE EARTH is here to stay. Well done to those of you who got printed last ish, and for anyone who wants to send in stuff this month (please!) here's the address:-

**ONCE UPON A TIME, THERE WAS A LARGE SLIMY CREATURE. HE LIVED IN A LARGE HOLE IN THE GROUND JUST OUTSIDE OF HOBBITTON. EVERYONE THOUGHT THAT HE WAS A HOBBIT THAT HAD RUN TO FAT, BUT NO... YC MAGAZINE, 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF.**

And another thing. Don't ANY of you want your photos printed alongside your tips? Just think of the fame, the merchandising, the embarrassment in public. Come on, get snapping! The rewards for appearing in YC are just incredible... on a more serious note, please sharpen up the presentation a bit. On the whole it's not too bad but I'm having trouble reading some of the more obscure scripts that the scum is coming in on.

Any software companies who feel the need to give away lots of freebies in return for FREE publicity can feel free to contact the Games Ed and let him know. Our amazingly generous sponsors this month only happen to be ANCO who will happily give some amazing KICK OFF t-shirts to the lucky mortals on these pages, OCEAN who have put up some really neat badges for you to fight over and ELECTROCOIN who will give the best of the bunch a copy of TIME SOLDIER.

Right. Before we go any further, I'd just like to say that we have received the very first entrant for OOZIN' EUGENE'S ALIEN SCUM MEGA FIENDS FROM HELL. Yes, your favourite place to be when bragging about your massive high scores starts THIS MONTH! Wait for it:-

# OOZIN' EUGENE'S ALIEN SCUM MEGA FIENDS FROM HELL

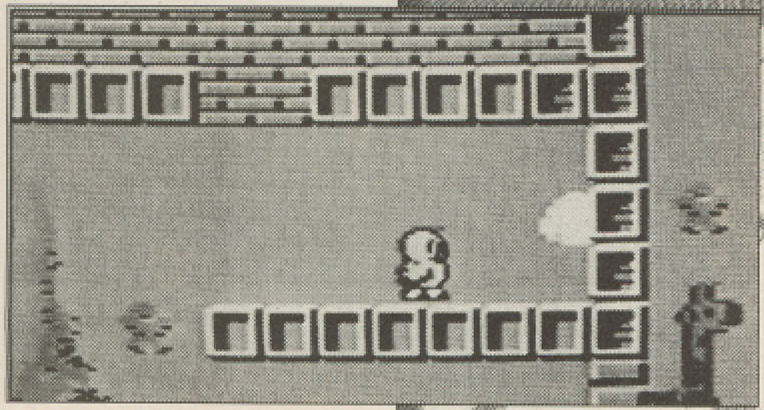
**RED HEAT**
126,833

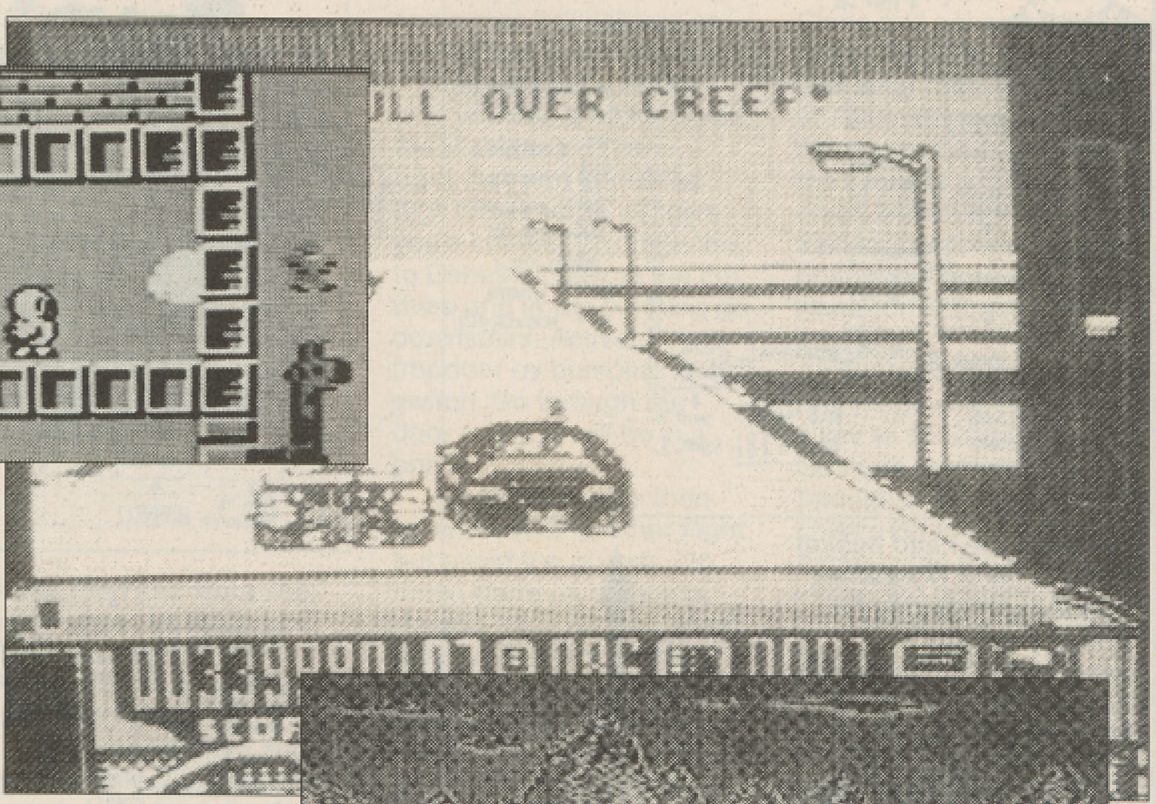
Adam Twine,
Waterlooville, Portsmouth.

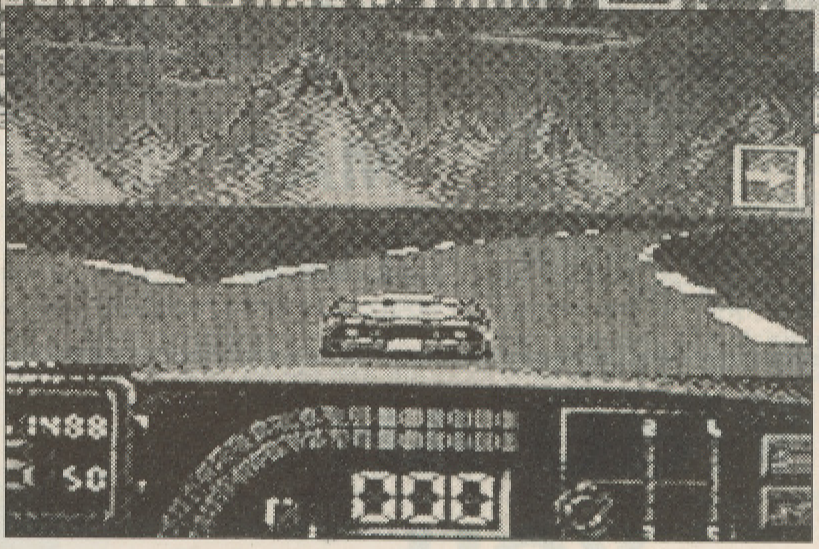
**CABAL** 209,615

Ben Rotunda, Cheltenham,
Gloucestershire.

Wow. Not exactly overwhelming response was it? Still, thanx Adam and Ben, it's nice to know that you care. Thanx also to Adam for the "mugshot", but send us in a real one next time, it can't look any worse than the editorial staff around here! Your tips appear elsewhere on this page.





In fact, I may as well put Adam's right here. Adam says that his middle name is "Mega-Tipster". Adam, I'd shoot my parents if I were you! First on his little list is System 3's Vendetta. Adam reckons that the best weapons are guns but you should keep an eye on ammo levels as they are quickly depleted. Grenades should be avoided because of the delay in their effectiveness and the large area of destruction they cause. Adam sounds a bit violent because he says that in order to get onto the next level, press your hands onto the middle of the keyboard including the space bar until the screen goes black. The next level then loads in with all of the current level's items collected! On the driving section, pressing a reset button then restore will give you another chance at it.

Now onto Ocean's Operation Thunderbolt. Adam lets us know the wonderful multiloading cheat. Get past level one with a couple of credits left. When level 2 loads, abort by pressing f1 and Run/Stop, but ignore the rewind message and leave the tape running. Level 3 will now load in and this works on higher levels too! Obviously this won't work if you have a disk version...

Other cheats from our Portsmouth-based chum. Ocean's New Zealand Story. Type in "TRY CHEATING" for infinite lives, and to skip a level press the back arrow key. Accolade's Test Drive 2. Press G whilst driving and the game will finish itself, plus you'll get an extra life!

A few pokes from Adam now.

**RAINBOW ISLANDS**
POKE 29535,189

**FANTASY WORLD DIZZY**
POKE 652,173

**CHASE HQ**
POKE 36702,173

**DRAGON NINJA**
POKE 32890,173

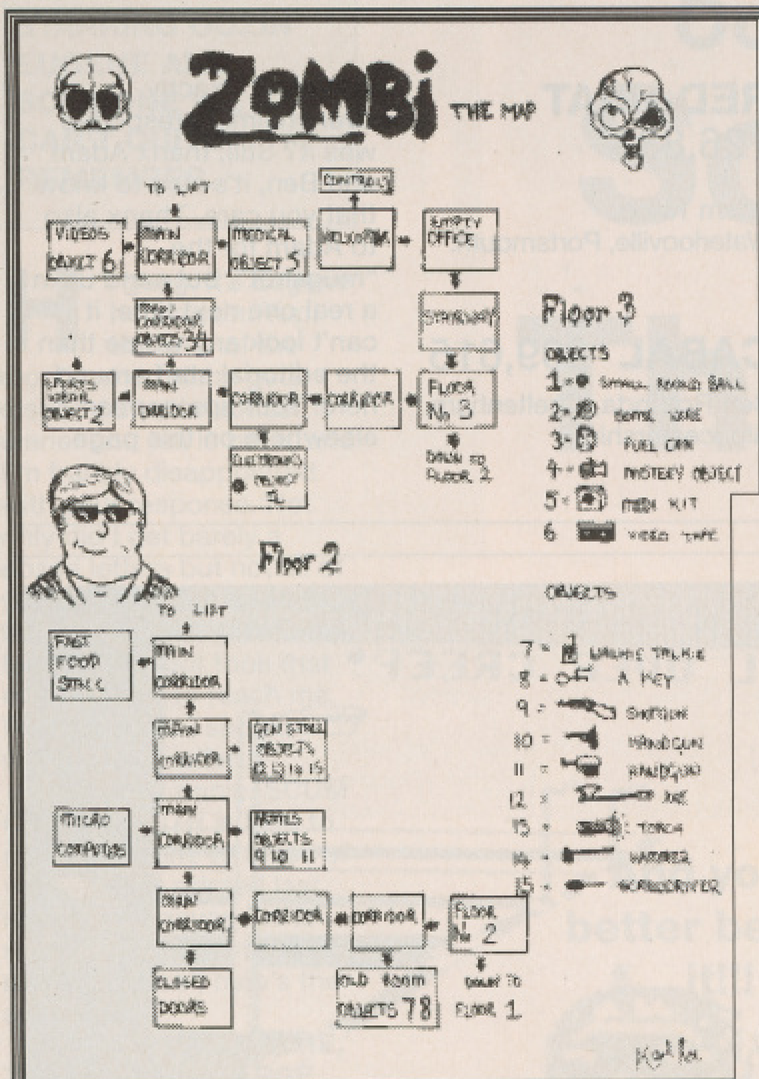
**STRIDER**
POKE 35259,173

**SABOTEUR**
POKE 56325,255
SYS 30735

All of these pokes should be entered with a cartridge.

Finally, codes for Empire's classic Pipemania.
LEVEL 5 HAHA
LEVEL 9 GRIN
LEVEL 13 REAP
LEVEL 17 SEED
LEVEL 21 GROW
LEVEL 25 TALI
LEVEL 29 YALI

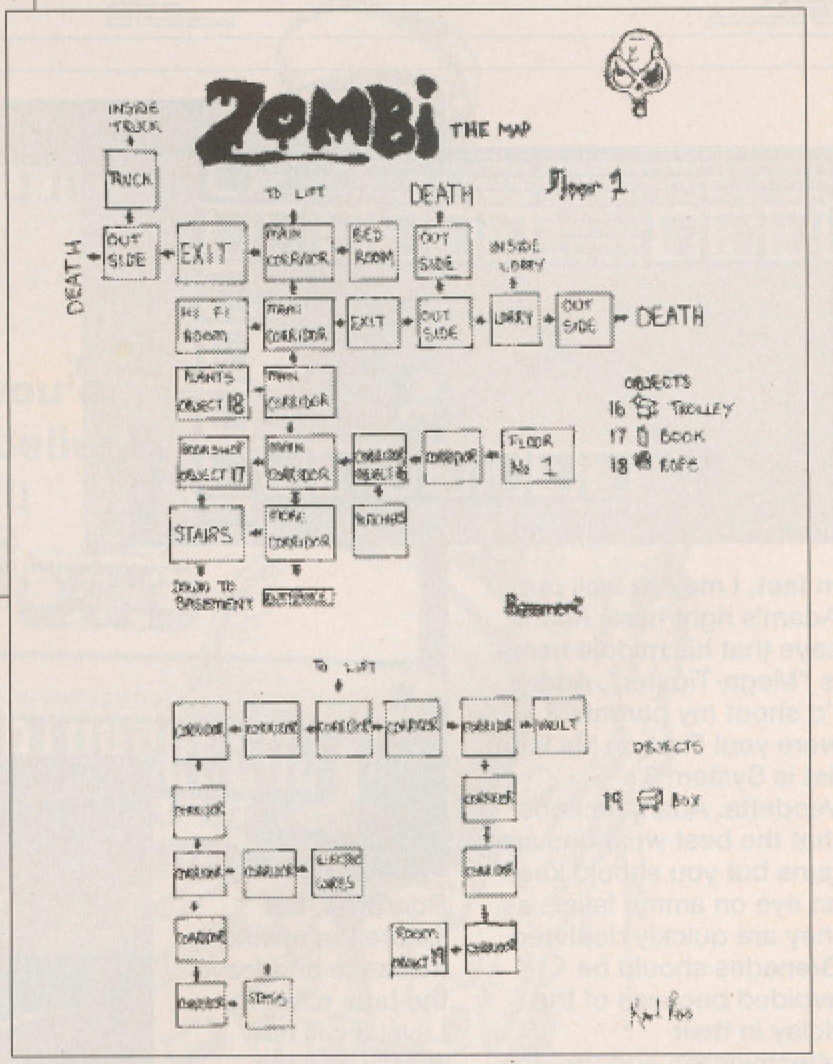
Many thanx to you Adam, you are indeed a mega-tipster and can from now on count yourself amongst the ranks of the Sergeant Slimes. Look out for your copy of TIME SOLDIER.




# MAP ONE

Next into the head basket is Karl Roe of Doncaster, Yorkshire. His maps for Zombi were so impressive that we hardly had to alter them at all! Many happy returns on your birth as Sergeant Slime my friend and get us some more wicked maps in! Enjoy your copy of TIME SOLDIER by the amazing software house ELECTROCOIN.

# MAP TWO




# WHO ARE YOU LOOKING AT, PIZZA FACE?...



Kev Marshall (that's his name, not his rank) from St. Petes, Leicestershire, is here with a few handy tips using the cartridge again. Well done Private Marshall (god how confusing). Anyway. Onwards and downwards into the Slime;

**FLIMBO'S QUEST**
POKE 5628,173
POKE 10392,165

**TURRICAN**
POKE 3030,173
POKE 10894,165

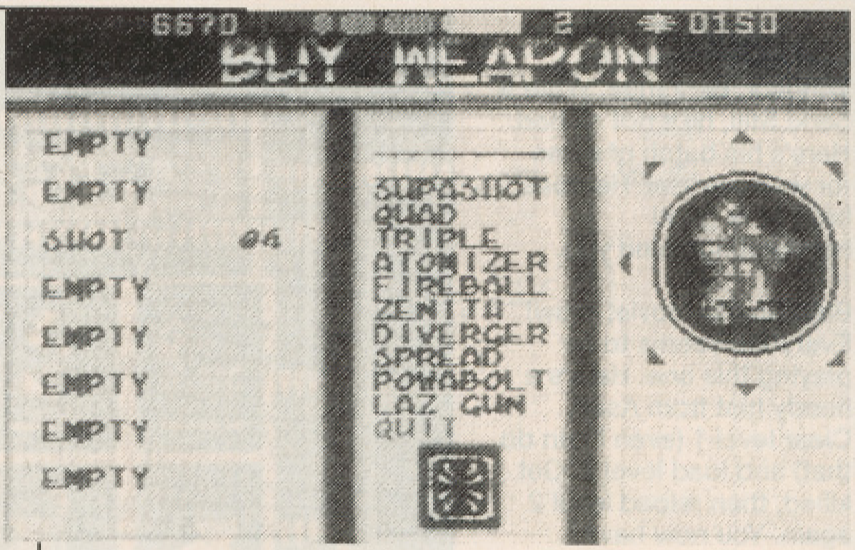
**RETROGRADE**
POKE 50374,173

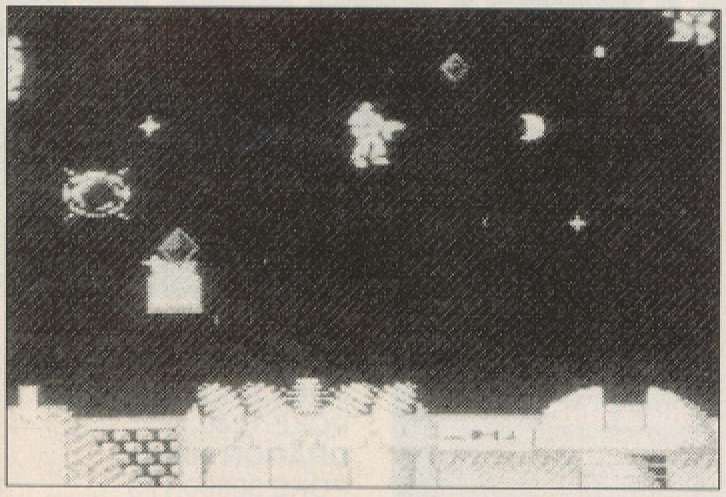
**1943**
POKE 34864,189

**RUFF & READY**
POKE 13309,165

**DENARIS**
POKE 13820,173
POKE 13924,173

Thanx for that selection Kev. Let's have some more and enjoy your OCEAN badges.



Wowsers! Bugger this for a laugh. It's a complete solution to Times of Lore, it's here in SCUM OF THE EARTH, it's free and it's from the wonderfully-named Ben Rotundo! Are you fat or is it a nickname? Anyhow, on to your brilliant solution (but don't sniff it, that's all).

You start in a pub. Go downstairs and have a chat with the guy at the bar. Go to the small room where the Cleric is and accept his quest. Buy some food and leave the Inn. Follow the road right until a road leads up. Follow this new road until you get to a hut.

Go inside the hut and get the knife, then ask the man for directions to the Orc Camp. Follow the directions and when you get to the camp find the urn and go back to the Inn. Give the urn to the Cleric and he tells you to see the Regent. Go into the castle and speak to the man in the chair. Accept his mission, go to Lankwell and a man will sell you an axe for five gold pieces.

Take the road South until you find a bloke called the Black Asp (groan - Uge). Ask him about the high King and he will give you a confession. Take this to Ganestor, stay at the Inn there and in the morning go downstairs. Activate the trapdoor by bumping into a switch. Go through the door and you will be in a prison.

Go up the stairs then up and left to another flight but avoid the guards. Up these stairs on a chair is Heidric. Give him the scroll, then go down onto the next floor and find the tablet of truth. Question the guards. One will react so kill him. Pick up the note and go back to Heidric.

To rescue the Prince go North from the city and find a hut in the mountains. Get the green scroll from inside and go upstairs. Kill the guard and get the key. Set the Prince free. He will tell you to go to the Archmage who is to be found North of the Enchanted Forest across the bridge.

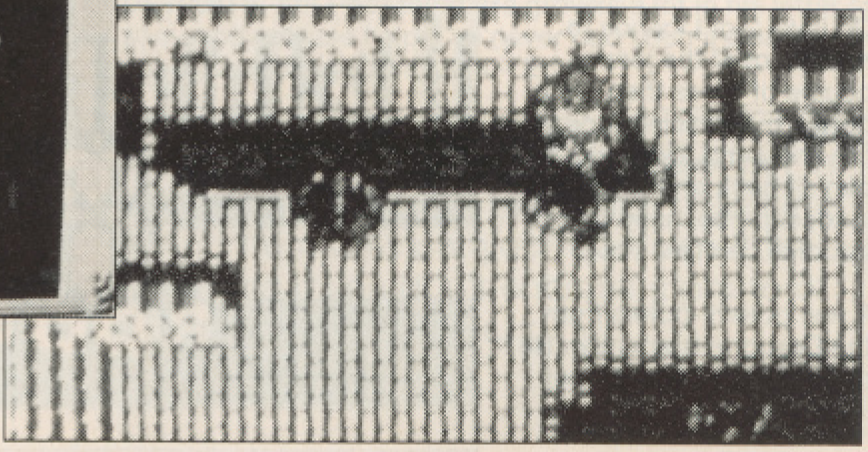
The Archmage will tell you to go to the Nuns in the desert. First of all teleport with the green scroll to Rhyder, kill the Cleric and get some Holy Water. Wave to the Nuns and enter them by hitting the blue stones. Go through the doors. When you find the Lyche (a red bloke in a chair) hit him once and use the Holy Water. Get the red potion and go! Go to Hampton and get some supplies.

Go back to the Archmage who will give you a key to the blasted spot. Go there and find your way through until you find a chime. Go to the temple of Angar in the mountains. Go inside and upstairs. Kill the blue Monk. Get the white key that he drops. Go downstairs and into the room with a white Monk. Kill him and go down the trapdoor to the dungeons. Rescue the prisoner there using the white key.

Go upstairs to where the blue Monk was. Stand by the bed, pick up a sphere and go down again. Find the grey Abbot, hit him once with a sword then use the sphere. Pick up the Medallion and watch the finishing sequence!

Phew! Cheers for that one my rotund friend, it really cleared the sinuses! U R A Sarge! Enjoy your copy of TIME SOLDIER by ELECTROCOIN.

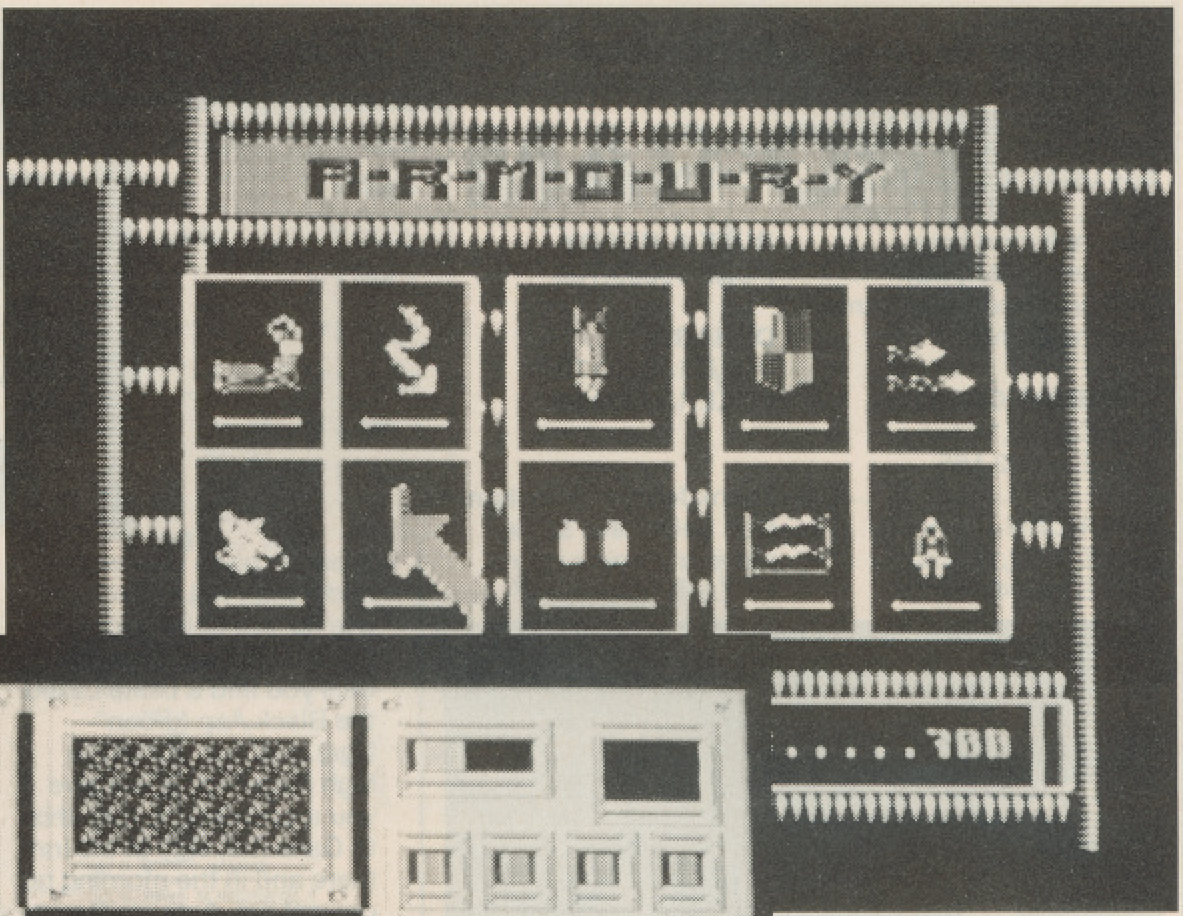


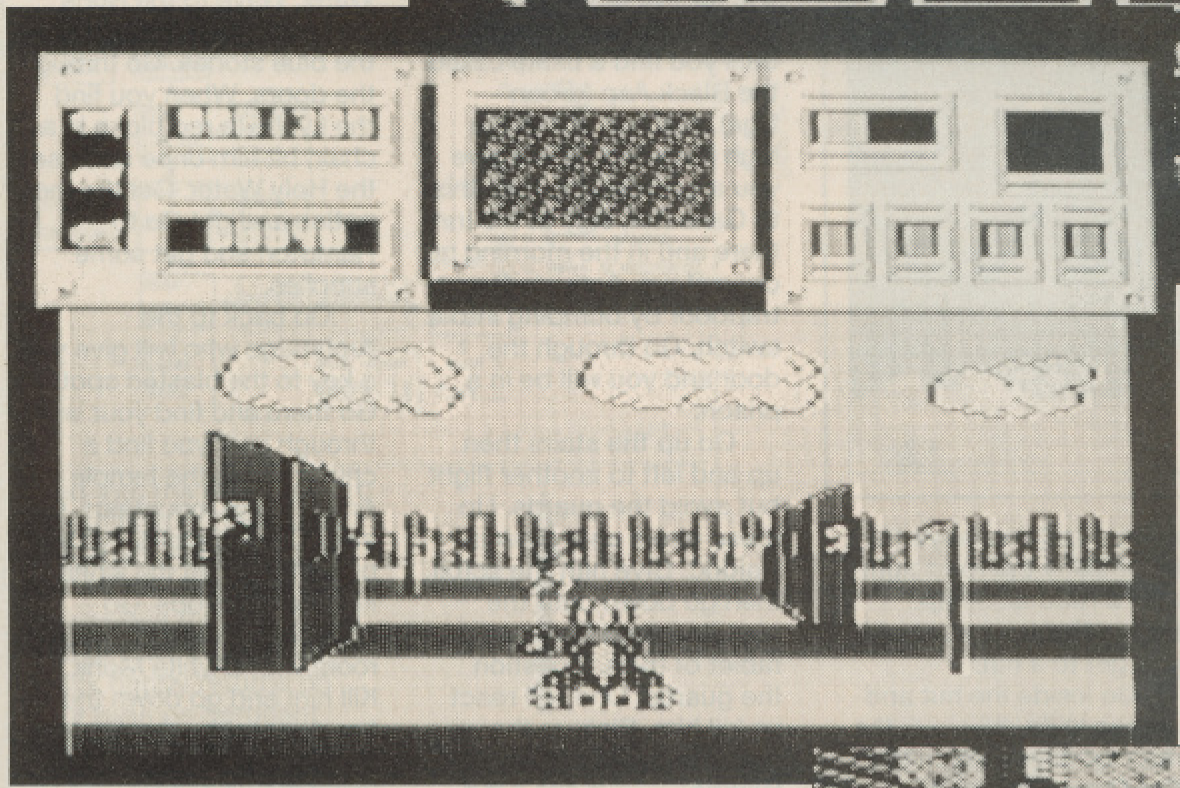


**TIMES OF LORE - I think he's got the scrolls!!! (Bad Scroll Joke No. 253)**

A new Corporal crud is in town! Asad Islam of Windsor, Berkshire. What a berk! Still, he's not all bad. Here's his batch of slime for your perusal. He does have very good handwriting, mind you.

Batman the Movie; Wow! Everyone seems to be playing this one. Here's a handy hint from Asad. Clear level 1 (even I can do that) and load level 2. Get killed, then reload level 2 again. You now have infinite lives for the rest of the game.



**BUBBLE BOBBLE**
POKE 17438,3
POKE 1240,183
**DRAGON NINJA**
POKE 32890,173

**FUTURE BIKE SIMULATOR**
POKE 5719,165

**SANXION**
POKE 14142,173

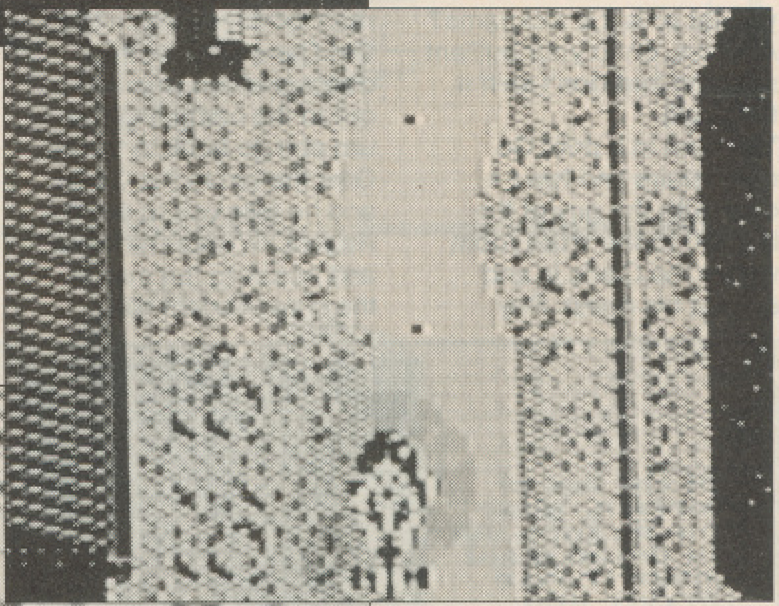
Well wicked! No need to elaborate any further is there. Now onto Double Dragon II, which on the whole wasn't my favourite game of all time! However, with an autofire joystick you can have lots of fun at the expense of the baddies. Just activate your autofire and keep the joystick forward. Asad says that you shouldn't lose any energy until levels 3,4 or 5!

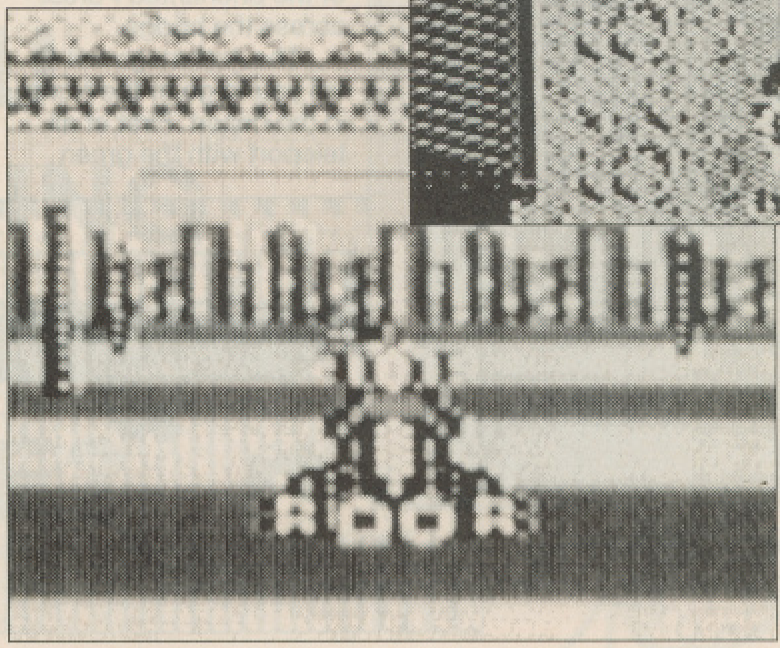
On level 2 of Licence to Kill, shoot at the jeep a couple of times then jump onto it by pressing forward fire and jump. Now you can sit back and watch the landscape because the baddies can't kill you.

A few pokety-pokes from the Corporal Islam now. He don't mention how to put 'em in but I reck that they're cartridge pokes.

**VEGAS JACKPOT**
POKE 20114,173

**BEYOND THE ICE PALACE**
POKE 12755,173
POKE 13416,173

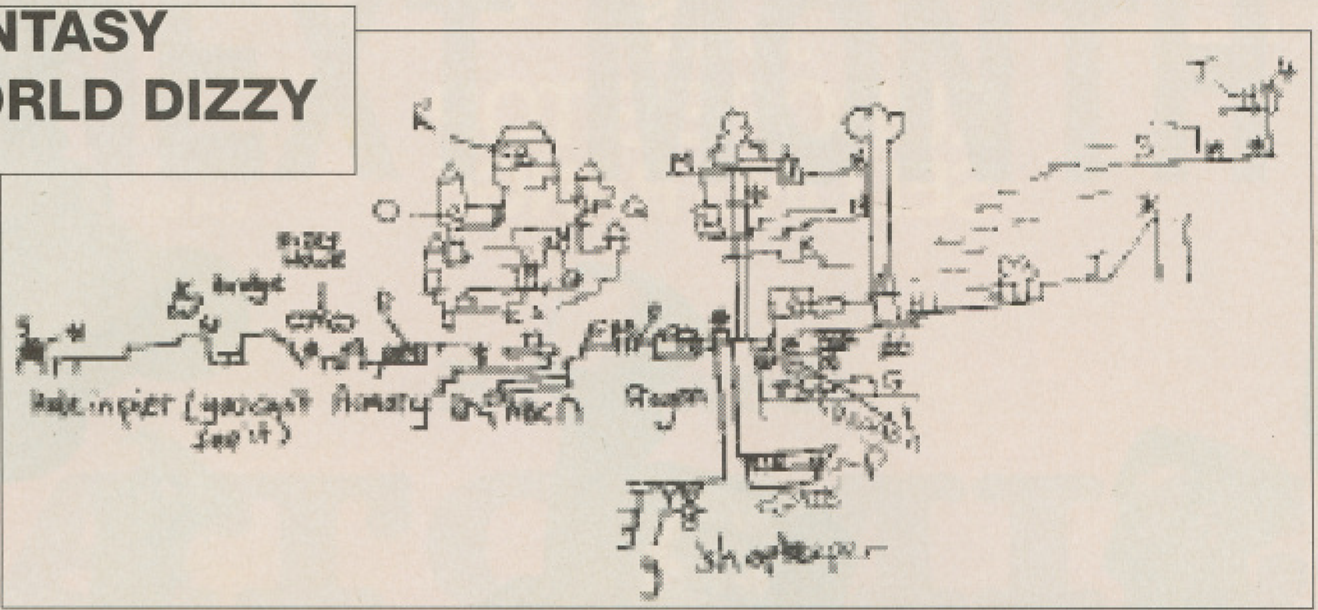




**SPLIT PERSONALITIES**
POKE 7033,173

Many thanx to you Asad, but why is your name a cunning anagram of a famous chain of high street supermarkets? Wait in anticipation of your KICK OFF t-shirt from ANCO.

## FANTASY WORLD DIZZY



Finally this month is Jamie Adam of Elgin, Scotland. Here's his map of Fantasy World Dizzy, thanx chum you are now a Corporal. Enjoy the t-shirt. A quickie tip from Jamie on Robocop, levels 1 and 3 in the street. When walking hold down the D,F,G,H,J and press fire. Robocop will fly up to the top of the screen out of harm's way!

### KEY

| | |
|---|---|
| 1 | Denzil |
| 2 | Dylan |
| 3 | Grand Dizzy |
| 4 | Daisy |
| 5 | Dozy |
| * | Gold Coin |
| A | Jug of water |
| B | Stale bread |
| C | Apple |
| D | Boulder |
| E | Rope |
| F | Whisky |
| G | A bog (?) |
| H | Pigmy cow |
| I | Manure |
| J | Golden Key |
| K | Hole |
| M | Pick Axe |
| N | Brass door knocker |
| O | Empty bucket |
| P | Shiny gold coin |
| Q | Key |
| R | Meaty bone |
| S | Dragon's egg |
| T | Switch for Daisy |
| U | Thick rug |
| V | Golden key |
| W | Sleeping potion |
| X | Single bean |

Right then. Hands up who isn't any good at games and needs help on their favourite one? Right then. This issue sees the start of a mega new area. OOZIN' EUGENE'S 'OH WHAT A WIMP' HELPLINE. All you have to do is write in with a winge for help. This will be printed, and the first person to send us help for that game will get a special MYSTERY prize! It could be a promotion of 1 rank, it could be a game, it could be a copy of the mag signed by all of the staff (what a collector's item that would be!). Anyway, you're getting the picture. Get writing wimps!

# OOZIN' EUGENE'S 'OH WHAT A WIMP' HELPLINE

Here's the first little whelp. Phil Maw of Ecclesfield, Sheffield, wants to know "Has anyone got a poke for X-OUT?". Ah diddums, wittle Phil wanta pokey-wokey for X-OUT then? There there, never mind, don't cry. Someone must have one.

How will Phil hold up his head at school now? (Ha!). Next this ish is David W. Black of Norton Lees, also in Sheffield. What is it about Sheffield that makes gamesters such utter wimps? It's no need to ask what the W stands for, he's clearly a wimp through and through.

Poor David can't get anywhere in Head Over Heels! God, what a wimp. He says that he can't make Head climb up the ladder. Never mind Davie poos, with a game this old just about everybody will write in!

Poor little Llywelyn Morgan of Mid Glamorgan, South Wales. He can't do anything with the YC cover tape game DEVIANTS. Ah! Poor thing. He grovels a lot in his letter so somebody please help, I've never had such a clean backside (You can't say that – Ed)!

That's it. Come on megagamers, get in those high scores, hints, tips maps etc. And from now on, your stuff won't be printed if you don't enclose a photo of yourselves. Get snapping!

**OOZE.**


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# NEXT MONTH

## Reviewed:

# ATOMIC ROBOKID

**Activision's Cyber Coin-Op Conversion**

## Also:

# KNIGHTMARE - THE GAME

**Free on the cassette!!!**

## Plus:

# GRAPHIC RAVE!

**Interviews with Coldcut and Jason Kingsley about graphics in pop videos!**

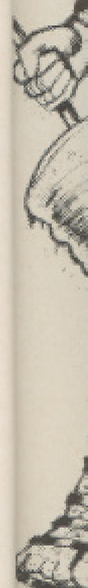
**And:**

**Flamehead, Post Apocalypse, Scum of the Earth and over 30 pages of reviews!!!**

**(Out 26 October – Almost as much fun as Stars In Their Eyes!)**

# POST ACROPOLIS

**Hello matey peeps. Ol' Postie, my couz from Brit, he on his summa holz innit. So is me, Post Acropolis wot's doing the lettaz this munf. Wotta lotta tripe! Never read anythin like it, know wot I mean? Anyway, is cool. Gettem lettaz inta me at this postbox wotsit:- POST ACROPOLIS, YC MAGAZINE, 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF.**



## YC (YOUR COBAL)...

It's good to see the return of YC64 (wotzat? I think that we woz YC! Is another mag he read? - PA) to the newsstands after a (prolonged) gap. Magazines for the 8-bit machines are increasingly few and far between. However...

What puts me (and presumably other 'older' readers) off buying computer magazines these days is the fact that the tone of YC (and other mags) seems to be aimed at people with a mental age of about twelve (that old? - PA).

Lose the silly cartoons, tone up the editorial content and provide wider coverage of other issues (programming, comms, technical, music etc.) and you will have a magazine which would appeal to a far wider audience (remember that increased circulation pays wages!).

Not all of us out here use our 64's for playing games exclusively...

*B. Northover, Walthamstow.*

**PA: Oh lordy God. Notta nuvva serious reader. If we had stayed put azza serious mag then the prob of 8-bit magz being scarce would be one more mag worse - us! Yup, the mental age is about twelve, and seeing as our readerz are mostly eight, they must have brainz! Next you'll want articles on Cobal, C and the state of Greek databasez (and they ain't good innit).**

**But seriouzly, if you don like YC coz is not seriouz enough then get CDU. Maybe you ain't gotta disk drive, but most seriouz userz have. Fact is, most seriouz userz don't bovva wiv the 64 coz is old hat. They all got Amigaz now innit? I agree wiv you, I don use my 64 for just playing gamez. Sometimes I like to use it azza doorstop, dig? Yawn. Gotta go type inna listing...**

## WORLD CLAZZ

This is about the tenth letter I have written to different computer mags over the last twelve months. So far none of the others have bothered to reply to me (YC refreshez the partz ovva magz cannot reach! - PA).

I know just by reading your mag that you are different. Computer mags in my area don't come into newsagents on a regular basis, your mag YC I can

## LETTA OF THE MUNF!!

### WHOZE HE TALKING TO?

Now listen Rik (Whoze Rik? - PA), If the best team in the world Manchester United (Nope! Galapigos F.C. is betta innit! - PA) were as rubbish as you say they are they wouldn't have the England skipper Bryan Robson, also known as Captain MARVEL and Scotland's no.1 keeper playing for them (Jim Leighton). And take note they have a museum full of their trophies and they also have been in 11 cup finals (But how many did they win? - PA).

By the way, Man. Utd. beat Arsenal 4-1 at the start of the season and then Arsenal were the Champions. And the day that Liverpool or Arsenal become better then Man. Utd. will NEVER come.

*Alex Mead, Brixham.*

P.S. Please please please send me a Man. United 64 computer game on tape.

**PA: Now listen innit. Captain Marvel? Captain Git is more like. He's only wiv Man. U. coz no-one else wantz him! And the bestest keeper in Scot is easy coz none of them noze how to catch ballz. Their museum of trophiez is probbly nicked and Liverpool have won 18 league Champs! Ha!**

**As for winning Arsenal 4-1, is easy. They a buncha loserz too, just like Man. U. An how come Man. U. almost got relegated if they so cool? I think that you should make like 007 and never say never again. Cool.**




only get from one newsagent in the centre of Sydney. I am still trying to persuade my wife to let me order an annual subscription but until then I guess I just have to get it when I can.

I thought that I would add a few comments. A lot of products that appear in your mag are not available on the Aussie market, eg. data recorder with adjustable tracking or the reset cartridges, and many others.

To be honest the reason that I am writing is a cry for help. I need help with a simple old game that I bought three years ago called Frankenstien. With most adventures I have no problem but in this one I cannot even get past the bear. If you know the game can you please send a few hints as it's driving me crazy.

Last of all I would like to say that you put out a great mag - the best we get in Australia for 64 users.

*T. Creed, Kingswood, NSW, Australia.*

**PA: Therez proof that we can crozz the globe wiv our brilliance! We Britz (well, you Britz anyway coz I'm Greek) get Neighbourz and the Aussiez get YC. Anyone want to make a soap opera out of us?**

**As for Frankienstien I don think I've evva heard of it. Can any peeps help? Getting a subscription izza good idea if you can afford it coz you'll get the mag quicker, dig? Is cool.**

## WHATZ SYS?

I have just bought YC August edition and I think it is a super mag. The price is just right for us kids. I'm not sure that I like the new format of mag but it still is a great mag.

I've just come across the Poke section and found that all the pokes given didn't have a SYS number to restart the game, so they are not a bit good. Please could you print SYS numbers in future issues.

*Dave, Dagenham.*

**PA: Dave, getya head screwed on right. Is a cartridge poke if therez no SYS numba on the poke, innit? You gotta getta cart to plug in the back of your 64. Then it restartz the game for you. Sorry but thatz all there is to it.**

**Thanx for your commentz. The new look mag is coz the YC gone on Desk Top Publishing syst on Apple Macs. Looks clean innit? Lika hospital ward, dig? Mag comes fromma hospital ward too, so we wanted you to get the feel of the surroundingz. Hope ya continue to like us in fute coz we're gonna get betta.**

## WHY DON YOU...

I have been buying your mag ever since you started your new look and I think it's brill. You've improved the mag even more with your new look, with the fax on each review and the interesting odd-bods feature and my mouth waters at the idea of a regular place for Flame Head (don't he evva breave? - PA).

Unfortunately I have a few groans:-

1) Please, please, please could you include more colour in your mag, which is the only flaw to your C64 counterpart.
2) Please could you put some better games on the tape, I agree you have some good games like Pipeline II, Microdot and Blastball but the rest is really a load of crap, eg. Frogs in Space. I think that you should include a demo on each tape and then one or two good games instead of the trash that you normally have that has the playability and addictiveness of Pro Mountain Bike Simulator.
3) You could enlarge the mag, as around 70 pages is just not value for money. You should include a regular preview section, a larger tips section and have a few more reviews.

Please could you also tell me where I can get a book or tape about machine code.

*M.C. Wicked, Basildon.*

**PA: Well. Wotta lotta thingz you don't like. Is good that you can air your viewz but I don think that you have looked at the mag from the other point of view. Maybe a life in Galapigos Islands haz made me bit strange but I thought that if you put in more pagez, more colour and better gamez on the tape it costz loadza dosh?**

**The new look will help coz it costz less to do magz on an Apple. Thingz will improve, with loadza mega demoz and gamez in the runup to Crimble. But to do what you want overnight would mean putting up the cost of the mag and nobody wantz that. Be patient wiv us. The Scum of the Earth will be getting bigga every munf as more peeps jump on the bandwaggon. Send us some tipz and who noze? You might even get in the bestest 64 mag again! Is cool?**

## MULTILOADERZ...

I am a new buyer of YC, I've only had my 64 a few months. I've always liked arcade games although I am 30 years old (Lordy God! Thatz old! - PA).

Your review of Hammerfist was very good, but the black and white photos didn't do it justice. I got the game and I thought that it's very good. The skore I would give it would be 10 all round especially the music. Maybe you can tell me how to get past the monster at the end of part one (under the sea), the one that throws shuttlecocks at you.
Why do games companies make games like Ghostbusters II with multi-loaders? You have to keep reloading when you die. It's very frustrating when you pay good money...(Itz really boring from now on innit, justa loada moaning about not having enough dosh to buy a disk drive - PA).
It has put me off buying any more Activision games now. Keep up the good work, also the poke for Space Harrier II doesn't work for me.

*G. Holland, St. Helens.*

**PA: Funny, I fink that Activision did Hammerfist and Ghostbusterz II? Well, I wish that you would make up ya mind. I'm confused innit. Gamez wiv multiloaderz are coz they can't fit all of the game into the 64 first time. It meanz that the gamez get bigga wivout the 64 getting fatta.**
**If ya think Hammerfist was good then look out for Time Machine. Is even better, dig? Is cool!**

## LIARZ NEVER WIN...

I buy YC each month. It's a fun read after all of the other boring Commie titles and I don't want an Amiga thank you very much. I'm happy with my ST.

*D. Peach, Lindisfarne.*

**PA: Wotz he on?**

## POSERS!

How do you egotists live with yourselves? I refer of course to the mugshots that 'adorn' the start of each review. What a bunch of fairy-faced poofter posers you all are! I'll stick to the competition. At least they didn't give Monty Python's Flying Circus such an excessively high mark. I hope YC sinks for good next time.

*Howard Schitz, Bognor Regis.*

**PA: Now look here. MPFC wazza brill game, dig? And the competition (if they is really able to call themselvez that) didn't givvit a high mark coz we got the exclusive! Ha! Go home. And if you really wanna see a mag go down hard then stay away from us coz we're here for good.**

## CRAWLY BUM LICKZ!

I like YC magazine so much that I want to buy it for a lot of money.

*R. Maxwell, Wapping.*

**PA: Shudduppya face!**

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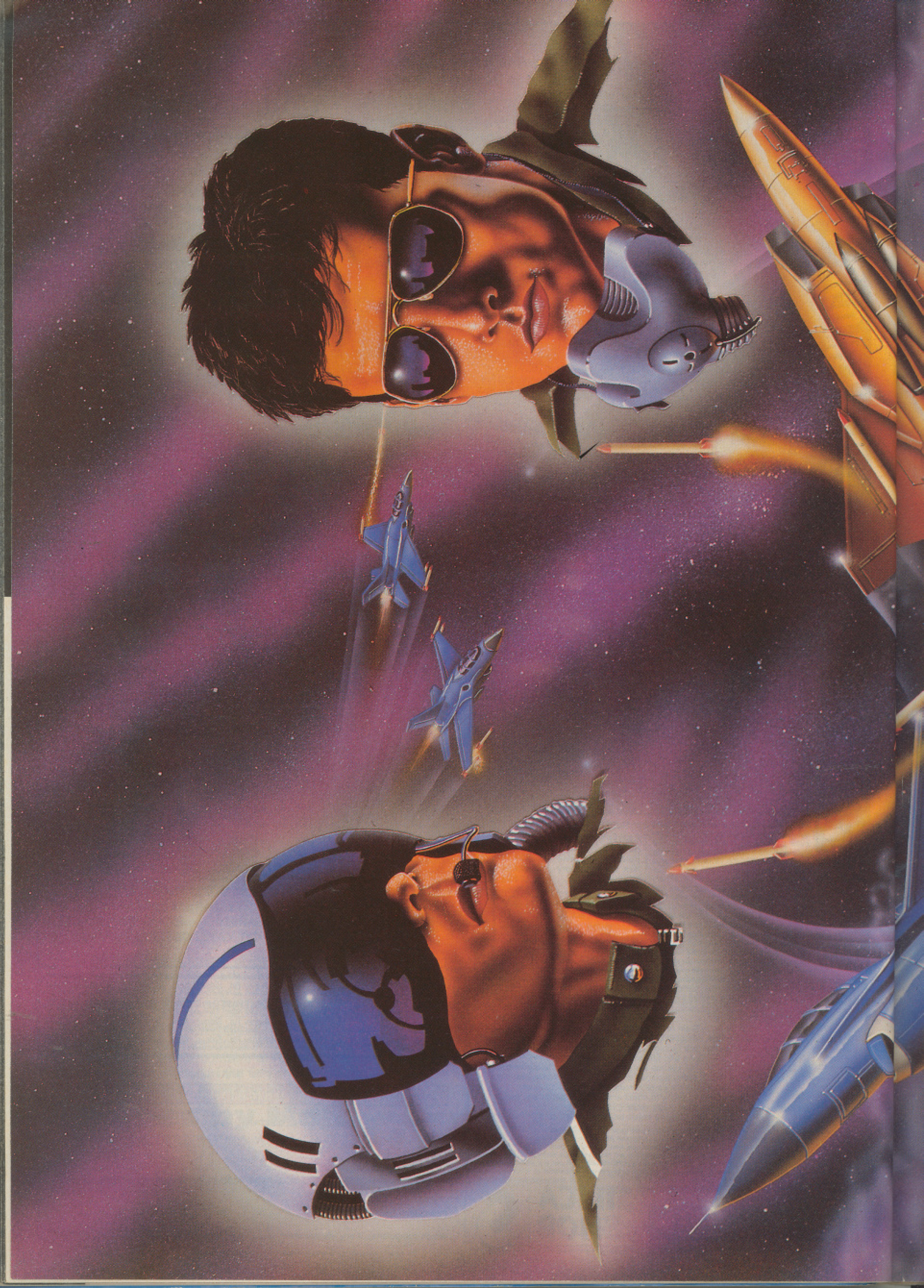
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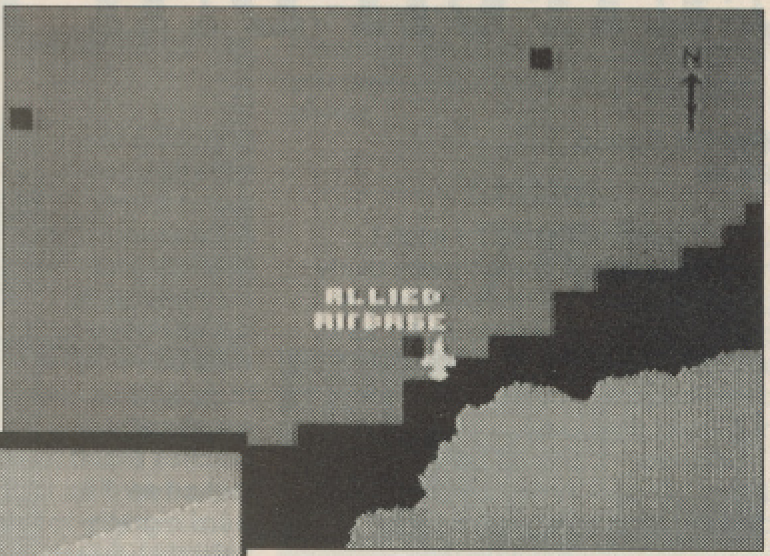
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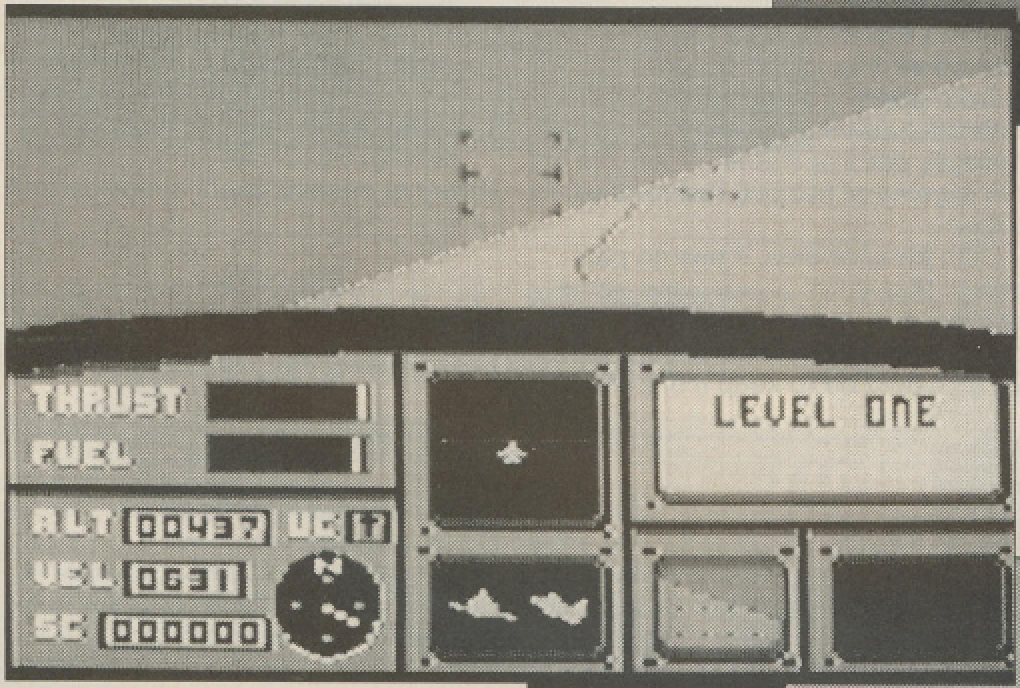
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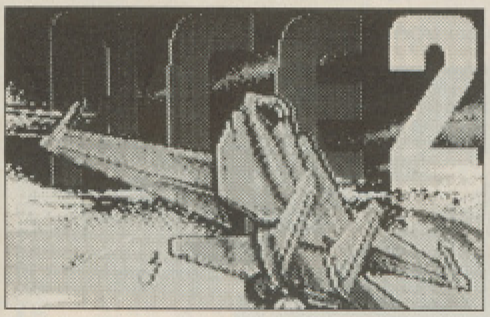
**Encore**
**£2.99**




Ancient flight sims often get repackaged, but never two on one budget cassette. This is hot poopie stuff, because to my knowledge Ace and Ace 2 were both considered pretty cool games.

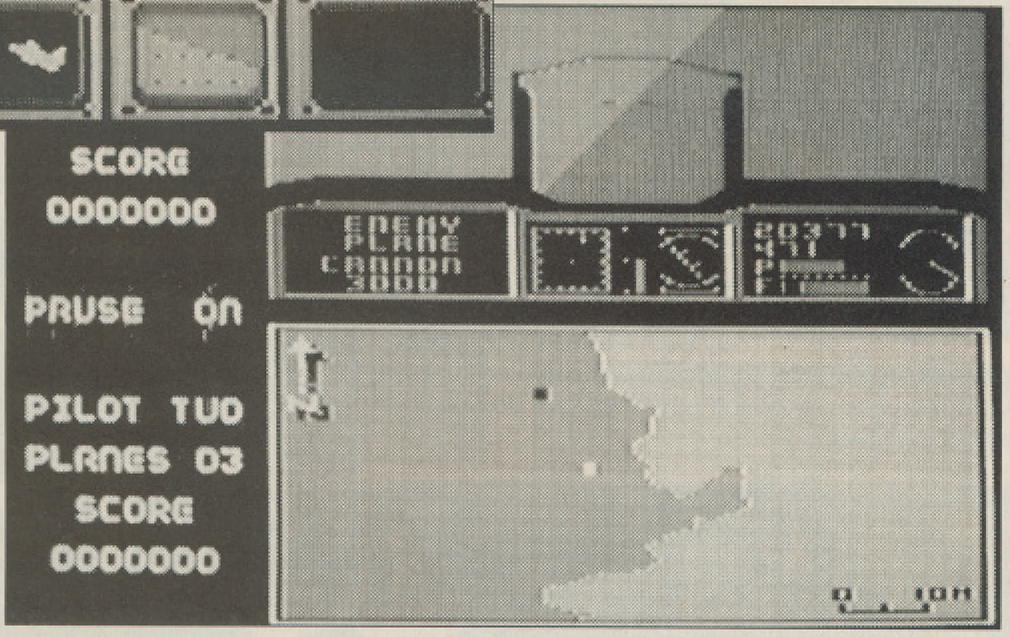
They were programmed by a company called Cascade, who seems to have disappeared without a trace,



at a time when its only other release was a dodgy pack of 50 basic listings that passed as games. Ace changed all of this because it was so playable. Ace 2 was somewhat of a disappointment in comparison, but it could still hold its own.

But aren't flight sims all technical and boring? Well, in a nutshell, no! Not all of them are, Fighter Bomber yes, but not all of them. In fact they are both more arcade games than simulators, with smooth scrolling landscape and easy controls (not too many options, oo how I hate spreading my fingers over twenty keys at once).




The first is a tad like most of the plane games on the market today as it allows you to perform many missions. Ace 2 on the other hand is a head to head for two players, with split screen action allowing both pilots to get a proper viewpoint.

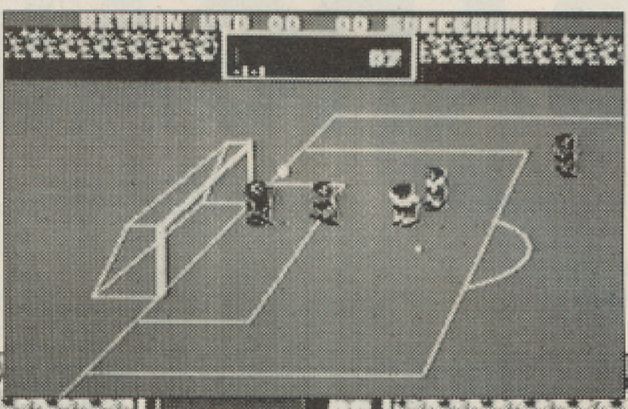
A very good game with a few bugs, but what can you expect for £2.99 matey?

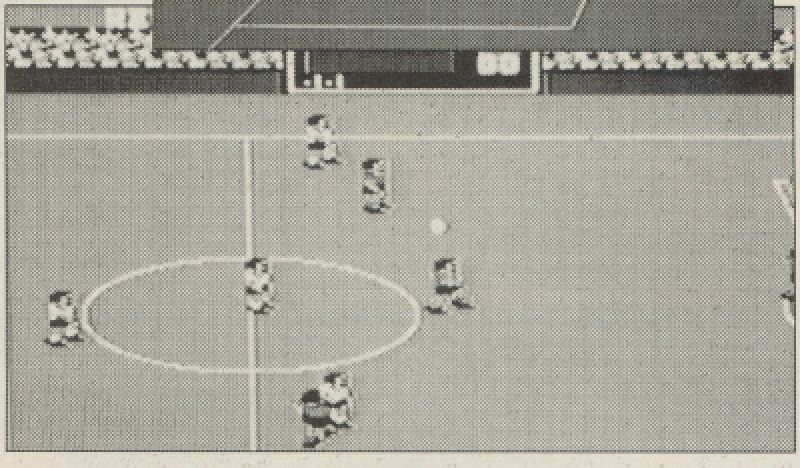
RH

# ACE/ACE 2

SKORE
87

# MATCH DAY II





**The Hit Squad**
**£2.99**

Um... I remember this... I wish I hadn't though, it wasn't particularly good then and it's not particularly good now, in fact I'd go as far as to say that it's crud (not like certain other magazines that would rather not upset anybody).

In theory it should be very good indeed. Programmed by Jon Ritman of Head Over Heels fame, and featuring many exciting new doofers, should have made it the definitive footy game, but alas it was not to be. Why? Because it was so slow you could go down the shops, buy a jar of coffee, some milk, and some sugar, go home, wait for the kettle to boil, make yourself a cup of coffee and the opposing team will still have found it very difficult to score a goal.

And this is not all. There were so many bugs and graphical glitches that it looked as if it were a grotty Saturday down Millwall, and not a game of football like we'd all expect.

On the plus side, it has no plus sides. This is not a very good game and the only reason somebody might want to buy it for the sum of £2.99 would be to keep it in their library of ancient pap!

RH

SKORE
35

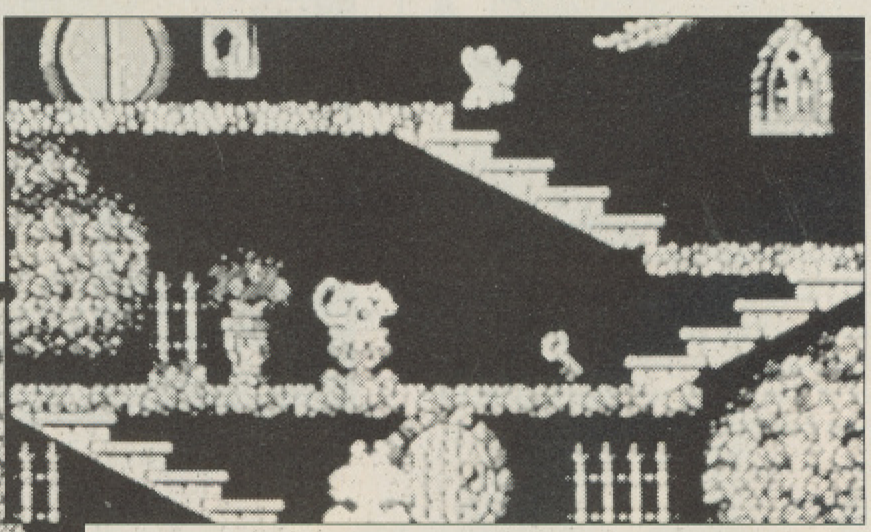
**Cartoon Time**
**£2.99**

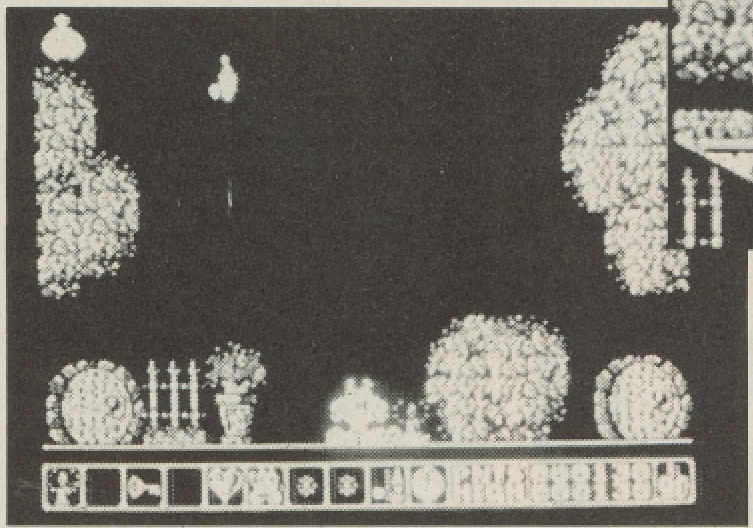
Olli and Lissa are back in another Speccy-like arcade adventure, and quite jolly good fun it is too.

This time Olli woke up one day to find that some rascal had dismantled his banger (his car stoopid) and had scattered it around a spooky old castle inhabited by big beasties and Ashley lookalikes. When he had finished sobbing (the big pansy) he found himself a candle and decided to brave the dark...

Olli can traipse around the castle and pick up objects that are bound to help him. He needs a magnifying glass to find a piece of car, and a spanner to build it again. Other objects also lie around that will help him in some way, although he can only carry one at a time, and there is some food that helps to restore his sapped energy.

Telephones are also liberally placed in order to help him in his quest. But there's no sign of Lissa, the skiver.





This is a little similar to the Trap Door games, and is quite a good laugh because of it. The entire game will certainly need mapping before you can really get anywhere though.

RH

SKORE
89

# OLLI & LISSA 3

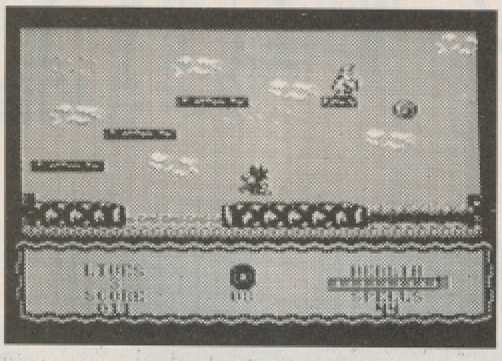
# WIZARD WILLY

**Cartoon Time**
**£2.99**

Now if this isn't a silly title I don't know what is! And unfortunately for the Codies it's also a silly game. Not a bit bad, but rather silly.

For a start, if you go by the graphics on the back of the cassette inlay you'll see rather spiffing Amstrad screen shots, and although the Commy graphics aren't THAT bad, they're like a Speccy in comparison. But the gameplay is all here, and that's what essentially matters in the long run.

You are Willy (titter ye not missus) and you must collect magic eyeballs that lie around the landscape, whilst



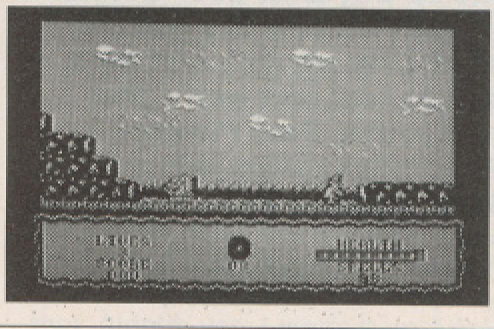
avoiding big munchy ghoulie kind of thangs. You do have a fireball spell that allows you to shoot them, although the shots look as if they are coming from the small of your back. Also scattered around the landscape are big, hot lanterns that'll sap your life away before you can say "Great Balls of Fire".

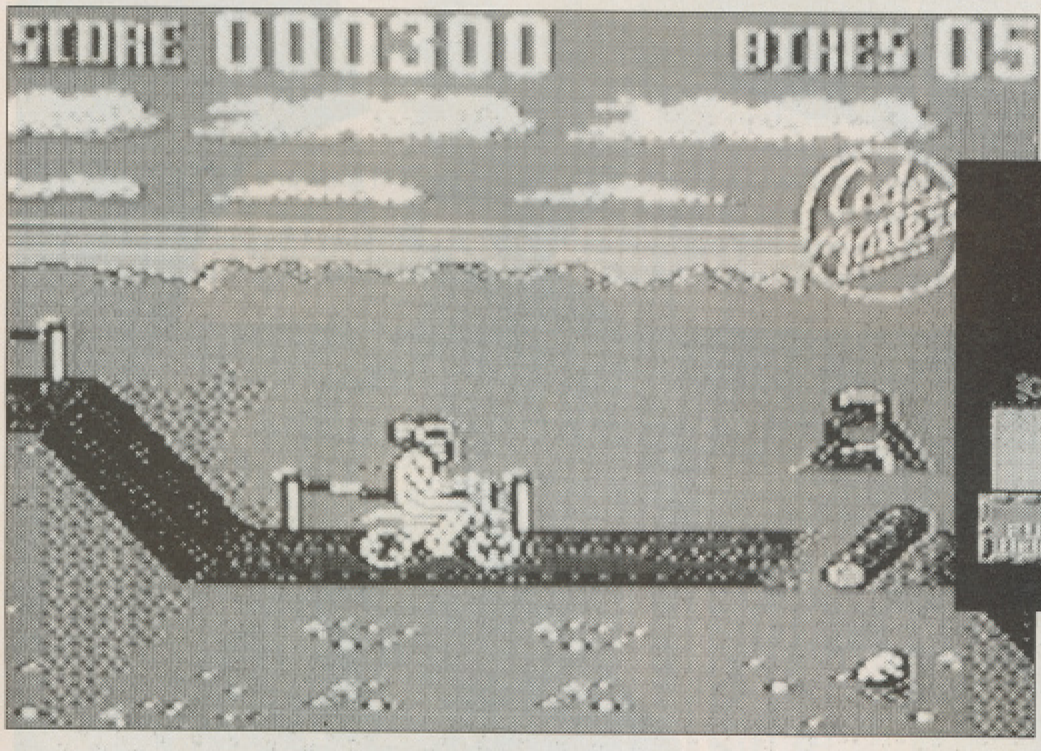
And in order to comply with every other game currently on the market, there are enormous end-of-level guardians that flob big gobs of flem at you. And that's it really.

It quite a good game, not as good as Prince Clumsy, not as bad as Pro Mountain Bike Simulator. It's a case of you pays your money, you takes your choice.

RH

SKORE
**75**






# 4 QUATTRO POWER

**Codemasters**
**£2.99**

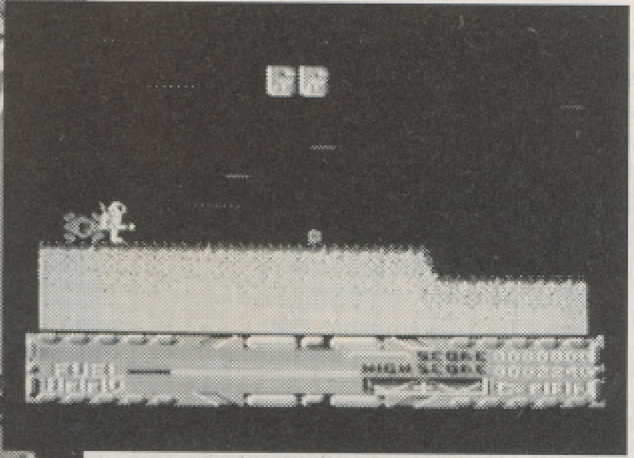
Hot on the heels of 4 Quattro Sport comes 4 Quattro Power, original names or what, and although it is not quite as strong as the former game, it's another 4 games for a bargain price of £2.99.

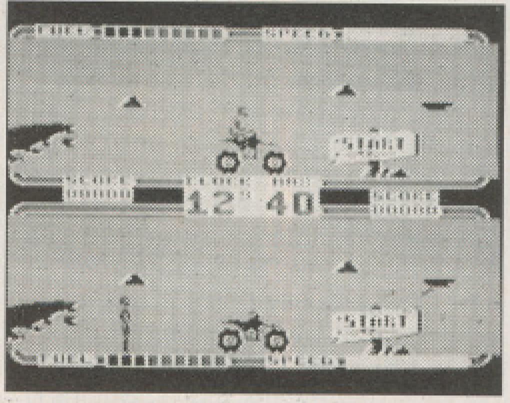
Moto X isn't too hot, mainly due to its difficulty level and mediocre graphics. The gameplay is pretty addictive though, and it's a sort of Kickstart for one player.

Super G Man is a little more weird, being a horizontal scrolling collecty bounce-em-up. You have to leap and bound along the scrolling landscape whilst avoiding being squashed against the edge of the screen and collecting all the little pods and things.

Pro Powerboat is like Spyhunter for two players as you zoom up a river in your speedboat avoiding all the obstacles set before you.

And finally there is ATV Simulator that is not really that good but is





more like Kickstart than Moto X.

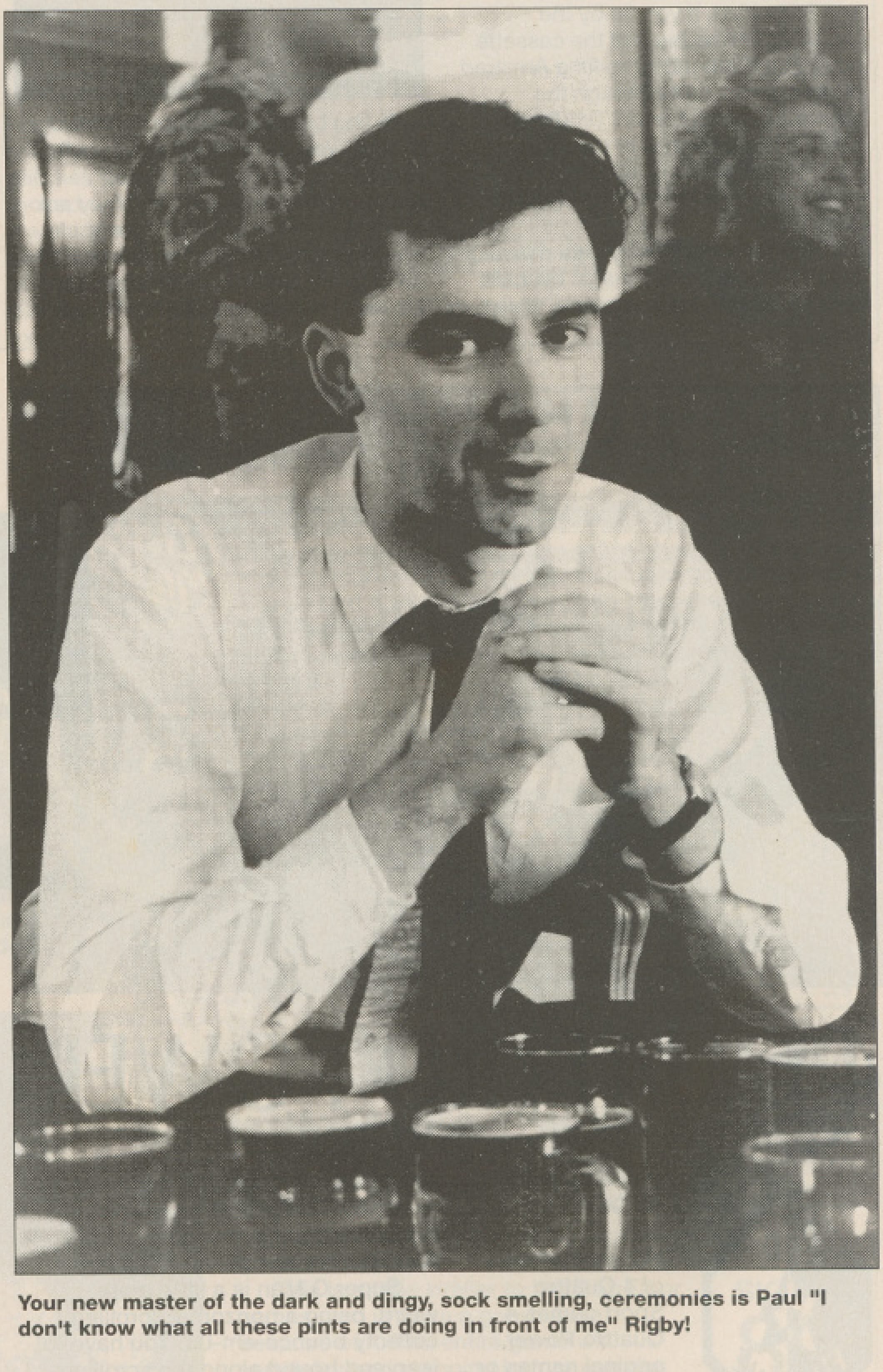
Not a bad collection and seeing as you're getting each game for a little less than 75 pee, you should be damn well grateful.

RH

SKORE
**86**

# MISADVENTURES

**The adventure column is back!!! But alas, poor Cedric copped his one day when a giant slug mistook him for a lettuce leaf and well... But now you've Paul "Twenty Pints" Rigby doing his own dang. Lead on Paul, lead on...**



**Your new master of the dark and dingy, sock smelling, ceremonies is Paul "I don't know what all these pints are doing in front of me" Rigby!**

........Hmm?... I'm On? On what? Let me tell you I've never touc... Oh ON! Erm, yes, right. Here grab this feather and the jar of Branston Pickle while I make myself presentable ...

Hi! A big welcome to the first of, what will probably go down in the annals of history as, the most amazing, magnificent, stupendous, and not 'alf bad adventure column this side of Woking-on-the-Wold.

So what, as my rather trendy Editor might say, is 'going down', hmm? Well, we've got lots of adventures from the capitalist, Thatcherite dictatorship software workhouses and reams of other independent adventures from the loyal brothers, down in the pit, who produce them with the likes of the GAC (Graphic Adventure Creator to you) at home, during their spare time. We've also got lots of RPGs for you from home and abroad. Plus, or should that be PLUS!!!, one or two real gems that are not available over here as yet - check out Mindcraft's The Magic Candle for a start. Bit of a stunner, that one. Then there's the erm... well actually that's about it.

Okay, that's what I'll be throwing at you lot - what can you do for me? (So what d'you think this is, Butlins?) Letters, mes brave. I want you to send me lots and lots of letters. Now I'm not interested in the ones addressed to your Auntie Doris saying what a nice time you had in Basingstoke. What I want are letters asking for help (I am here to serve) what did you think about the last "mega-game"? Totally frosty or utter twoddle? Write in and tell me. If you disagree with my wonderfully penned reviews say so. If you have any ideas for an adventure game or an RPG lay it on me and I might just give a prize for the best idea. Write in and tell me about your most favourite (and most hated) Adventures/RPGs. Also, don't worry if you need help on some game which is so old the cassette inlay includes a free offer for the new Marc Bolan album. No sweat (well maybe just a bit) - I can handle it. I'm like, er, experienced, no worra mean?

Right, that's that. Now over to Desmond in the studio ...

# SECRET OF THE SILVER BLADES

## SSI/US GOLD -

Imagine. There you are, down the mines digging a living and wearing a liquorice face-pack, everybody is sick and tired of villagers yelling at them to do Al Jolson impressions, Arthur Scargill sitting in the Pit Cafe shouting his head off 'cause he wants more pay to buy another Jaguar - and someone's shovel goes right through the bottom of the pit and opens up a hole that appears to lead into a gigantic cave of some sort.

"Eh, Frank, wots this 'ere?"

"Oh you know what that this don't ya?", says Frank with an air of someone who always pretends he knows everything about anything - even when he doesn't,

"Er ..." said Ed Bullock. Conscious of not showing his ignorance, even though he was.

"Well," continued Frank, "what you've got there is yer secret vault that has laid undiscovered for thousands of years, like. Probably contains untold riches and lots'n lots of very vicious monsters'n things."

"Never!"

"I'm tellin' ya! See them all the time in the papers. Orcs and Dragons and all that stuff. Common knowledge isn't it? Stands to reason that we should have one. Remember the hell hounds at Upper Thrigforth?"

"Oh, aye."

"Well, if they can have an ancient evil - so can we."

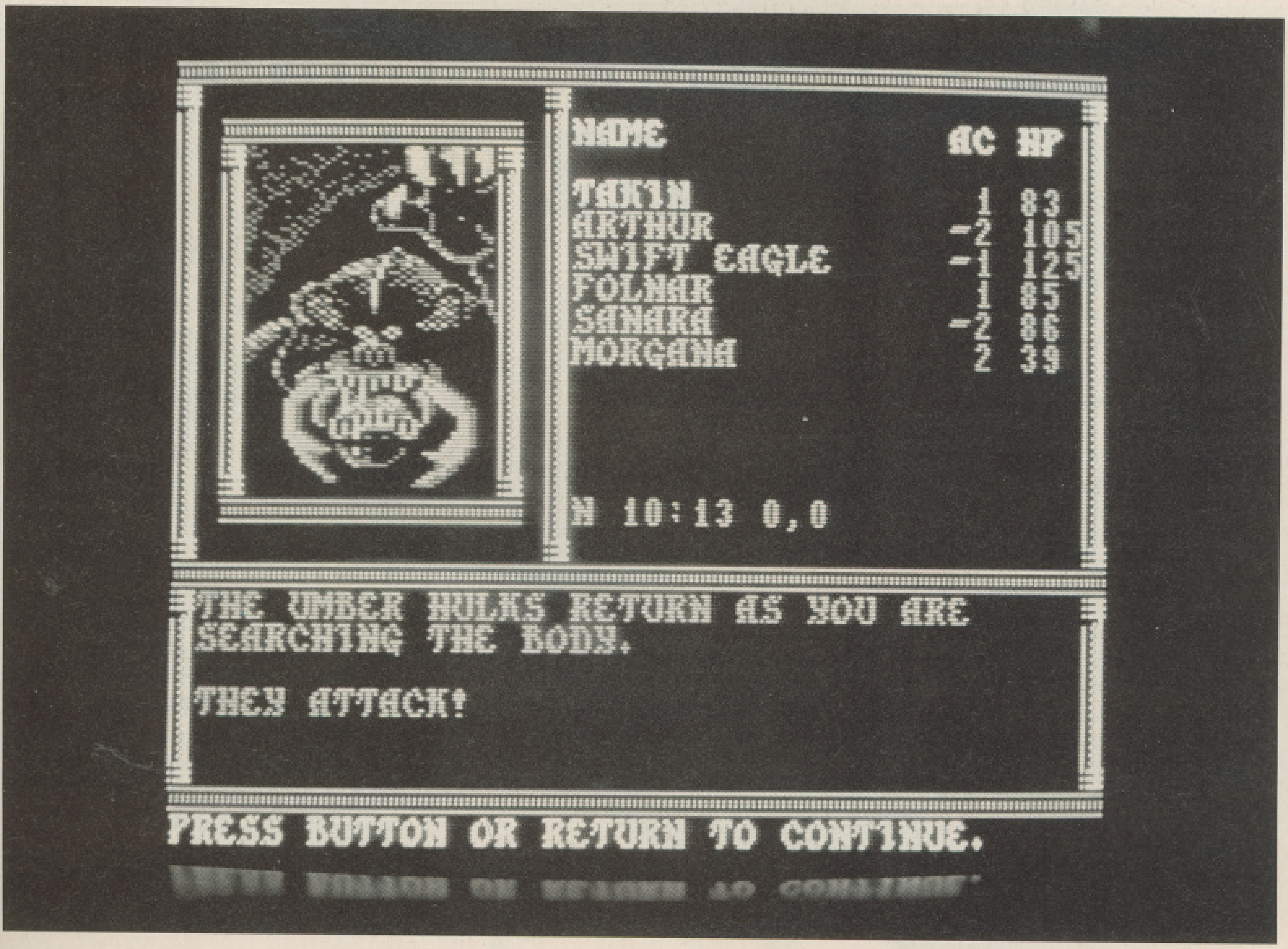
At which point a rather nasty Margoyle appeared out of the hole and speared both Ed and Frank with its very long and very sharp body spikes. New Verdigris were in a spot of bother, it seemed. What they needed was a few (fool) hardy adventurers to sort out the mess. This is where you step in ...

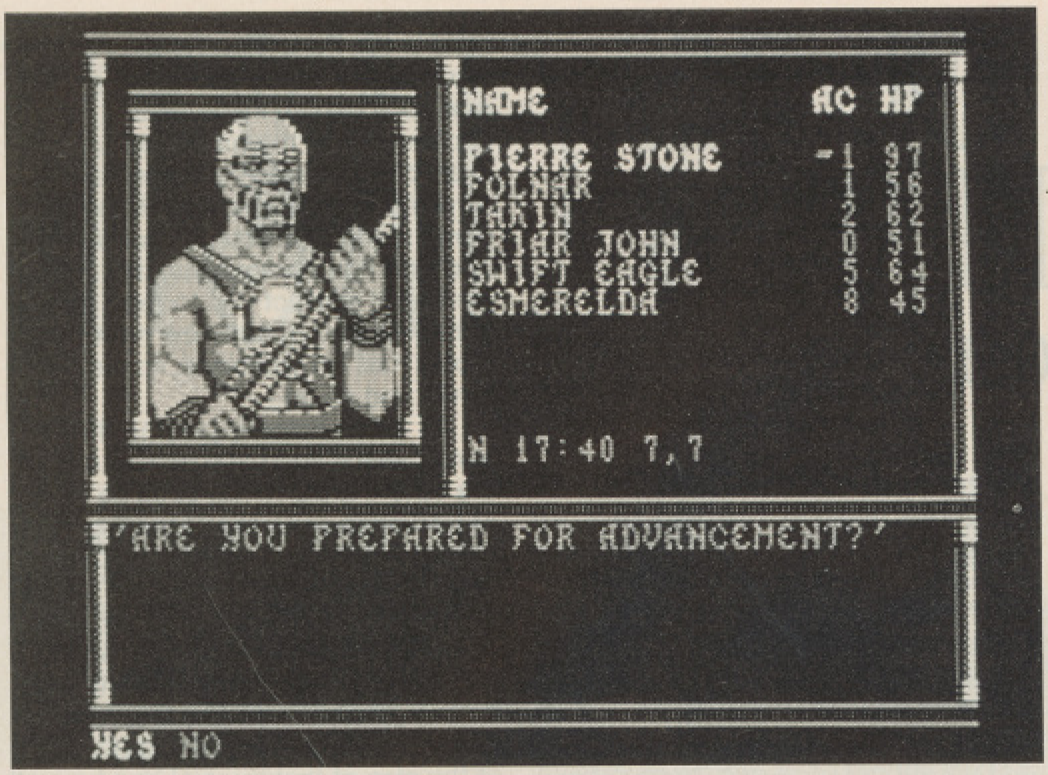
Secret of the Silver Blades is the third in the Forgotten Realms series. Besides the floppy disks you get a rule book (which includes an explanation of the game menus and characters creation routines) and an Adventurer's Journal (that lists the game world characters - good and bad - off line paragraphs, that the game will instruct you to read for extra info and quite a few reference tables that list weapons, spells, levels and so on.)

As far as actually playing the game, well if you have played any of the other AD&D RPGs such as Pool of Radiance or Curse of the Azure Bonds you'll know what to expect.

The main window onto the game-world is stuck in one corner and your character stats are squeezed into another window. Running along the bottom is a text window that tells you things like - "Oh my God! Look at the size of that muvva! You haven't got a hope in hell's chance of scratching that, never mind killing it!" Well - okay - it doesn 't actually say that. Alright, yes, I made it up. Look, I'm trying my best, alright? What d'you think I am? Willie, sodden, Shakespeare or summat? Hmm? The game? Oh, right, yes, you'll also see a few special full size graphic screens for when you do something, well, special I suppose.

Combat, hasn't changed from the earlier releases. You're still transported to the tactical-pseudo-






3D-standing-on-a-20-foot-wall-and-looking-not-quite-side-on-and-not-quite-looking-down-either viewpoint. Movement, in combat, is still in eight directions and you still choose from Aim, Move, View, Cast, Quick (for speeded, computer - controlled, combat), Use (to use an item) and so on. Magic hasn't really changed. You still have to memorize and scribe spells and, of course, cast the things.

Actually, looking at Silver Blades, you have to say that apart from the addition of a couple of extra character levels and a few monsters, there is absolutely no difference between this game and the last Forgotten Realms release (apart from the plot, of course).

**SKORE 46**

Why? Why is it the same? Why haven't we seen an improvement in the combat and magic? Why isn't there more animation? Why is this game such a kop-out?

Maybe SSI are a bunch of lazy buggers who can't be bothered to make an effort with their new releases. Maybe they think that the gaming public (ie. you) will be so grateful to see an AD&D game that you won't notice that there has been next to no improvement in the game system. Then again, maybe TSR said to SSI:-

"Look lads, either you produce 10 million AD&D RPGs every year or we won't give you heaps you cash anymore, alright?"

So SSI have no choice but to honour the contract and churn out the goods.

It doesn't really matter what the reason is, actually. What is important is that, while everybody else - like Origin for instance - are busting a gut to give you, the loyal Commie C64 owner, the best RPG they can produce, SSI - erm - aren't. Should you support such a company, by handing over your hard earned dosh, probably so they can rip you off again next time? Well, I wouldn't.

It really gets my back up when I see a company like SSI get so complacent and so bloody smug that they can't be bothered to make an effort.

My advice is to leave Secret of the Silver Blades on the shelves and save up for Ultima VI, which is currently being created by those nice people at Origin.

# ADVENTUREMAG ROUND-UP (PART 1)

You've read YC. You just can't wait for the next gaspworthy issue. So what do you read in the meantime? Well, there just happens to be quite a few nifty adventure mags produced by small teams of dedicated adenture enthusiasts that any self-respecting adventurer would do well to track down. Here's the first.

Mandy Rodrigues is a foxy lady. There's no doubting it. This Welsh stunner, the focus of every eligible bachelor in Llandudno, produces the longest running dedicated adventure magazine the world has ever seen. Called Adventure Probe, the A5 size magazine is packed with reviews, previews, the odd solution, hints, tips, trivia, readers letters and other stuff that I can't think of just at the moment. Incidentally, Mandy is also the creator of one or two adventures of her own, written especially for the dear ol'C64, she is also the exclusive distributor for Incentive's GAC Plus adventure creation utility for the C64 (all of which we will endeavour to cover in future issues) - so there's a couple of more reasons to support Probe! The mag is always an excellent and informative read, entertaining and friendly (bit like YC!). Adventure Probe is packed with over 45 pages and is available for a paltry £1.50 from - Mandy Rodrigues, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YP.



# JACKET AND CHILL

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## 10 2ND PRIZES

⋆A copy of the game on cassette or disk

## WHAT YOU MUST DO TO WIN SUCH A STIFFY PRIZE!!!

Answer the three simple questions below and send your answers (on a postcard or sealed envelope) to us at: **Jacket All In Compo, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

**A)** Who starred in Top Gun?

**B)** What colour was the infamous German Pilot who went by the name "Baron"?

**C)** Who is the fictional pilot who has a friend called "Ginger"?

**Closing Date:** 15th Nov 1990

**NORMAL COMPO RULES APPLY!!!**



Jacket shown is replica of jacket won!
Modelled by the gorgeous **Jenine "Sis" Henderson.**



# LORDS OF CHAOS



**KRISALIS - £9.95 Tape, £14.95 Disk**

**All form a circle, join hands and start chanting. Don't get arrested...**

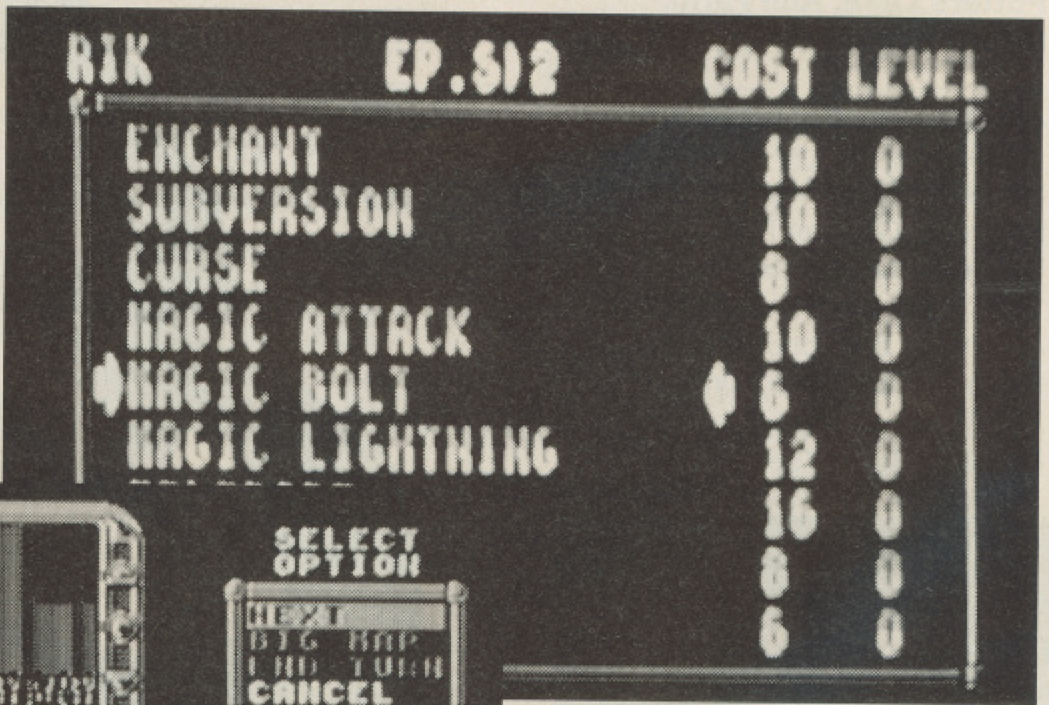
Anyone who started their computing life on the ZX Spectrum may remember the Granddaddy of this game. The original Chaos was one of the first ever games to utilize most of the 48K memory when the first 48K Spectrum appeared. Unfortunately, despite its brilliant gameplay and eight-player option, the game didn't do very well due to poor marketing and its eventual withdrawl from the marketplace. Original copies can be regarded as collector's items.

However, Lords of Chaos picks up where the original left off. Some six years later, the game is vastly improved, looks very reminiscent of games like Laser Squad, and is superb.

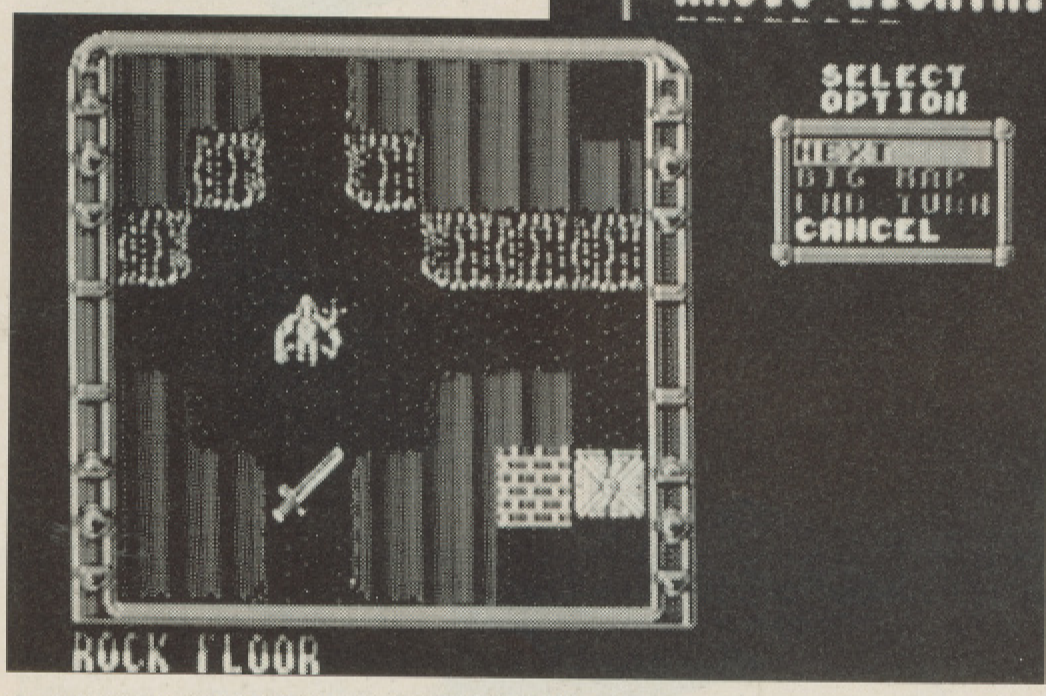
The game has been increased in size and complexity. The original featured a single screen which played host to all eight wizards. The idea was to cast spells which created creatures. These creatures then did combat, and the wizard that was the last to die won. Lords of Chaos is very similar. Your wizard has to strive to be the last survivor in a battle of magical forces.

At the start of each game you have to select your options. You have a certain amount of development points which may be spent on your character or your spells. Your characteristics include spell points, strength, movement points and combat skills. Upgrading these costs various amounts of development points and will effect your ability to cast spells, move around the complex, and success in battle too.

Instead of being given a random list of spells like the original, you have to choose your own in Lords.

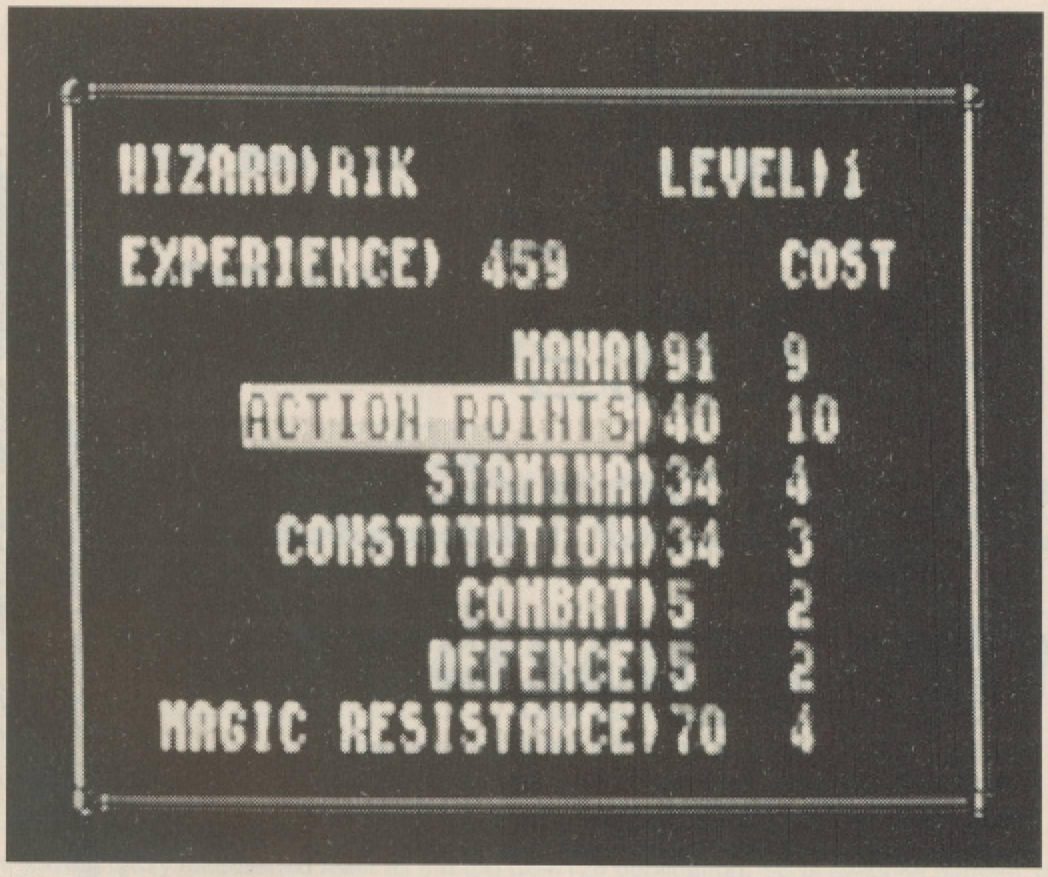



**Many spells at your command. Paul Daniels would give his right goolie to grab hold of this enormous collection (probably)!**




**And there was I thinking that I'd hit rock bottom!**

Selecting a spell costs a certain amount of points, and selecting multiple spells of the same type costs extra points. The spells come in various types. There are the damage spells, that effect enemy wizards or creatures, the beneficial spells that have a good effect on your wizard, and creature spells that (hopefully) create a creature for you




**What a character! We've always said that Rik was rather special, well... Rik did anyway.**

# Fax

## Creature Feature

When playing this game with friends, if things start going horribly wrong there are ways out. A) Try saying "can someone tell me what I'm supposed to be doing please"; B) Say "Offside! Ref, the Minotaur was offside!"; C) Unplug the computer and ask to play a shoot-em-up instead.

to command.

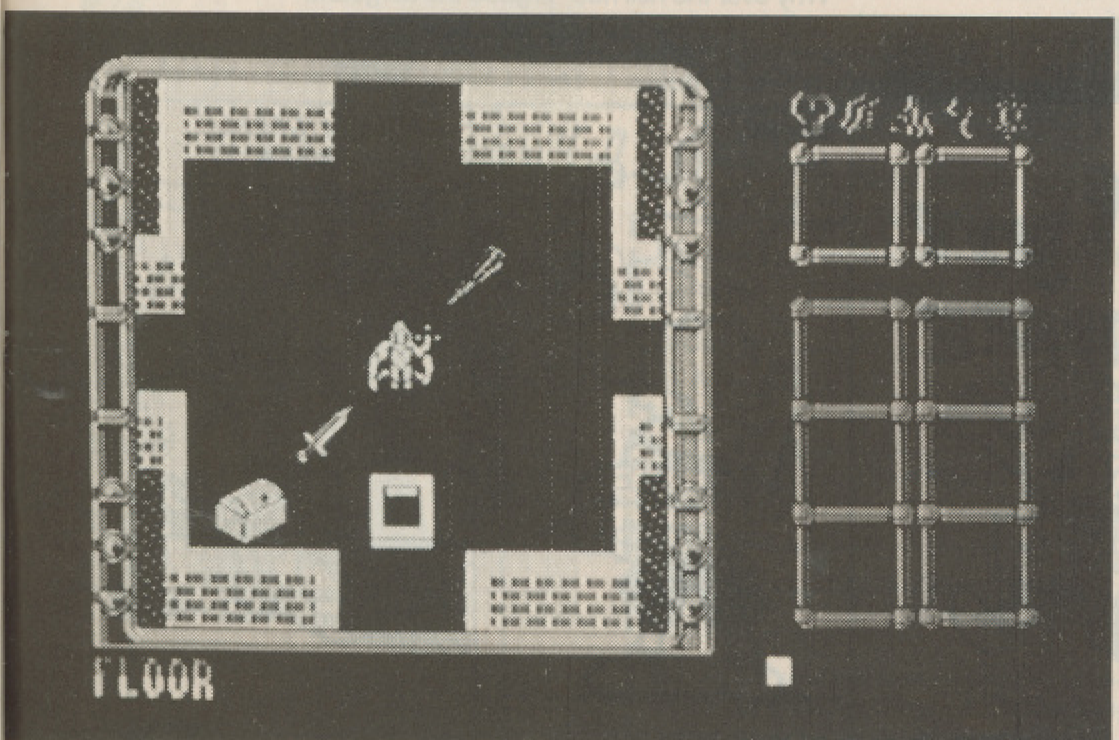
Each spell has a chance of sucess depending on its difficulty and your skill. Then the game proper starts. You appear in a room of a complex. Any objects in the room are described in 3D graphics. Control is similar to games like Laser Squad.

You select an icon to give a command, for example move, or pick up object. Then you select the location by positioning the cursor over the place you want to effect.

With practise this becomes easy and quick. Then the fun really starts. You can cast creatures up to form an army and start moving around looking for other wizards to kill. When two opposing creatures battle their respective power and skills are compared and the outcome is decided.

The game becomes a frantic struggle for power and survival. With multiple Human players there can be loads of scheming, alliances formed and broken, and general mayhem. The computer wizards can be a little predictable at times but the game is still fun to play alone.

I was a fan of the original and I am a fan of this too. Fantasy freaks or strategy fans should give it a look. You won't be disappointed.




**skorebox**

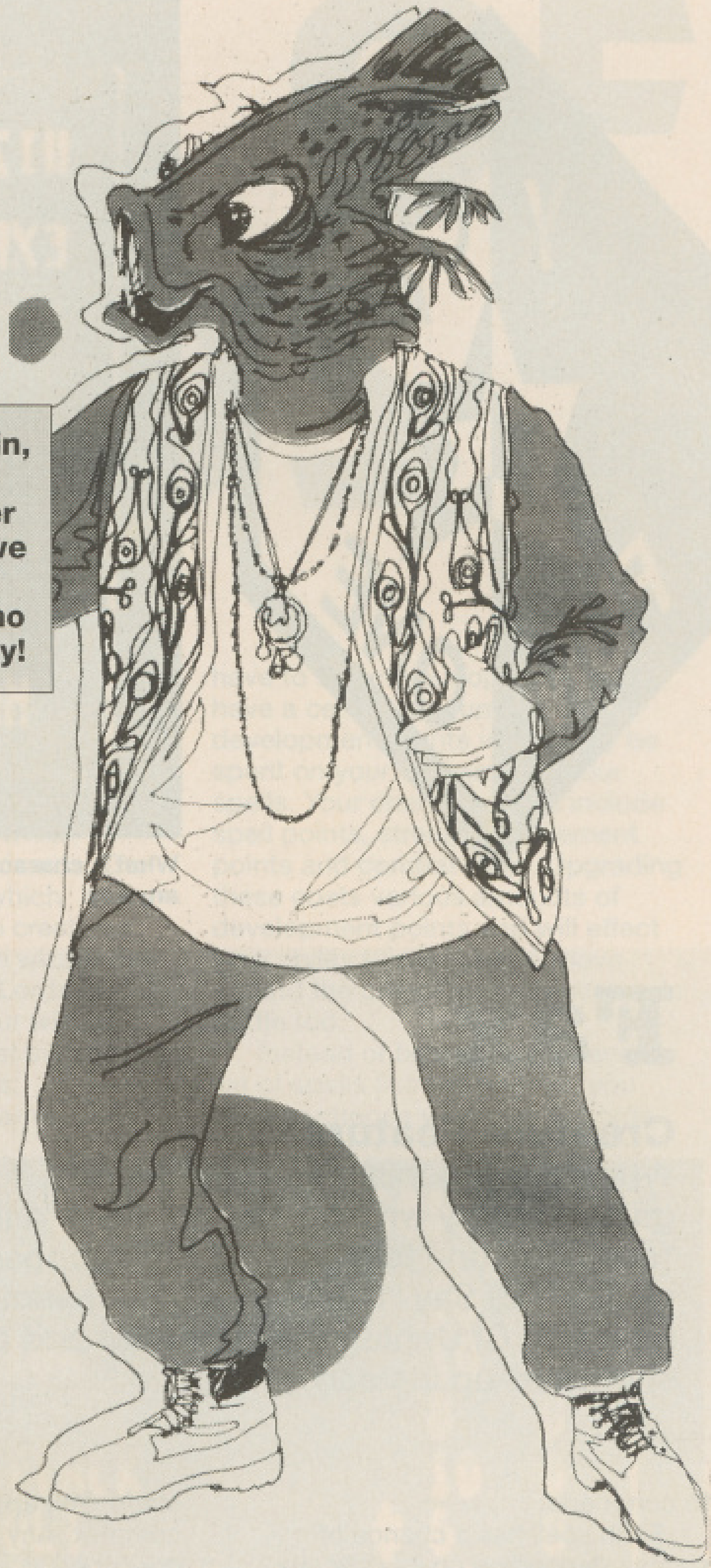
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2 8

overall 86

# THE PURPLE PUZZLE PAGE

**Bloop! It's me again, The Old Purple Codger From Outer Space, and have we got some puzzles for you? Well, er, no we haven't actually!**



## JOKE

Once when injuns were injuns, and the cavalry was... erm... the cavalry, there was a sergeant and a private in a fort. In the distance the sergeant could see a speck coming towards them so he sent out his private to the nearest ridge to see if he could get a better look at him. He told him to size him up to see how far away he was and to see if he was an injun.

The private rode to the nearest ridge, sized him up and rode back to the fort.

"Well?" said the sergeant.

"He's about an inch tall, and I can't make out if he's an injun or not!" said the private.

"Oh, that's okay," said the sergeant. "He's about five days away. Tomorrow you'll do the same!"

The next day came and the private once more rode to the ridge, sized him up, and rode back.

"Well?" said the sergeant.

"He's about four inches tall, but I still can't make out if he's an injun or not!" said the private.

"That's okay," said the sergeant. "He's about four days away. Tomorrow you'll do the same!"

When the morning came the private was once again sent to the nearest ridge, sized him up, and rode back.

"Well?" said the sergeant.

"He's about 16 inches tall, riding sidesaddle and he's naked. He's definitely an injun!" said the private.

"Okay, tomorrow you'll ride out to the ridge and shoot him!" exclaimed the sergeant.

"Oh, I can't do that!" said the private.

"Why ever the hell not!" argued the sergeant.

"Well, I've known him since he was tiny!"

## CONSOLATIONS By Rik Henderson






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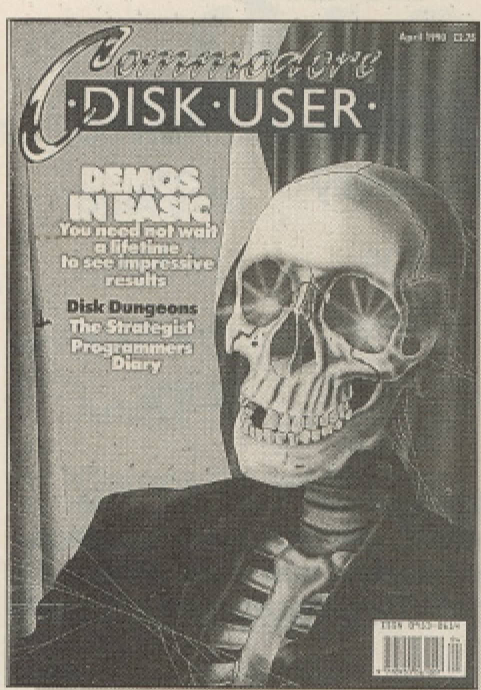
# here are 3 good reasons why!

## YC

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YC

s u r v e y

# YC READERS SURVEY

Remember the page we asked you to rip out of your May editions? Well, here's the results!!! Sections A & B this issue, Sections C & D next...

## SECTION A (PERSONAL)

### 1. SEX

| | |
|---|---|
| Male | 95.7% |
| Female | 4.3% |

Not surprising although rather upsetting. Go on lads get your girlfriends, sisters, or any other female to read YC too... Erm... Except your mothers!

### 2. AGE

| | |
|---|---|
| Under 10 | 4.3% |
| 11-13 | 44.4% |
| 14 | 17.1% |
| 15 | 5.9% |
| 16 | 5.1% |
| 17 | 1.7% |
| 18 | 1.7% |
| 19 | 0.9% |
| 20-22 | 3.4% |
| 23-25 | 0.9% |
| 26 | 0.9% |
| 30 | 0.9% |
| Over 30 | 12.8% |

Hi kids! At last Rik has a majority readership who really understand him!

### 3. EMPLOYMENT

| | |
|---|---|
| At School | 73.5% |
| At College/University | 4.3% |
| Working Full-Time | 17.1% |
| Working Part-Time | 4.3% |
| Unemployed | 2.6% |

Some people still at school also work part-time (Saturday jobs, paper rounds) thus the percentage is higher than 100%. I wonder how many of you have had your copy of YC confiscated by a teacher!

### 3b. WAGES (POCKETMONEY?)

| | |
|---|---|
| £5 or less | 46.4% |
| £6-£10 | 18.5% |
| £11-£30 | 9.3% |
| £31-£100 | 6.2% |
| £101-£300 | 16.5% |
| £301+ | 3.1% |

Some of you earn far too much!!! Everybody in the office is in a sulk now!

### 4. UNDERWEAR

| | |
|---|---|
| Boxer Shorts | 72.6% |
| Y-Fronts | 5.1% |

| | |
|---|---|
| Kinky Lace Knicks | 6.8% |
| Briefs | 14.5% |
| Thongs | 1.7% |
| Don't Wear Any | 0.9% |
| Other | 0.9% |

Some people wear more than one type of underwear (at the same TIME?). An unhealthy amount of you are into kinky lace knicks, and those of you who don't wear any, remember we've got your names and addresses.

**5. SPAM**

| | |
|---|---|
| Yes | 53.8% |
| No | 45.3% |
| Abstain | 0.9% |

The big Spam debate ends with a thumbs up for the meaty comestible!

# SECTION B (HARDWARE)

**1. OTHER COMPUTERS OWNED**

| | |
|---|---|
| Spectrum | 7.7% |
| Amstrad CPC | 0.9% |
| Atari ST | 0.9% |
| Amiga | 2.6% |
| Games Console | 10.3% |
| Other | 15.4% |
| No other computer | 62.2% |

The majority of 'others' that were listed were C16s and BBCs, although we asked for other COMPUTERS.

**2a. NEW COMPUTER IN NEXT 12 MONTHS**

| | |
|---|---|
| Spectrum | 0.9% |
| Amstrad CPC | 0% |
| Atari ST | 3.4% |
| Amiga | 17.1% |
| Games Console | 3.4% |
| Other | 3.4% |
| No other computer | 71.8% |

Over 20% of you are going to buy a 16-bit computer in the coming year... Hurm... I hope you'll not be giving up on YC though!

**3. DISK DRIVE**

| | |
|---|---|
| Yes | 13.7% |
| No | 86.3% |

This is a surprising result, although with the 1541s and 1570s I've come across I think it's fairly justified.

**4. MONITOR**

| | |
|---|---|
| Yes | 15.4% |
| No | 84.6% |

The wierdest thing about this is that more people own a monitor than a disk drive!

**5. C64 OR C128**

| | |
|---|---|
| C64 | 97.4% |
| C128 | 4.3% |

Some people own one of each, therefore ticking both boxes! Lucky beggars!!!

f e a t u r e

# TURTLE POWER!!!

## EVERYTHING YOU EVER WANTED TO KNOW ABOUT THE TEENAGE MUTANT NINJA TURTLES BUT WERE TOO EMBARRASSED TO GO INTO THE COMIC SHOP TO ASK!

**40 Stunning Turtle facts care of Dave "Half Shell" Hughes!**

While discussing comics one day, a friend once remarked that "if it doesn't have a shell and a shuriken, I'm not interested!" Less than a year later, Hollywood has much the same attitude. And why not? The TEENAGE MUTANT NINJA TURTLES movie is already the most successful independent movie of all time, with merchandising all over the world reaching even Bat-proportions. Wherever you go, whether they're 'heroes' or 'ninjas', turtles are everywhere. And unlike the short-lived (but nauseating) Batmania, Turtle-mania looks set to stay. They're hip, sassy heroes in a half-shell. They live in sewers. They eat pizza like a terrible shortage might be only hours away. They like girls. They shout "Cowabunga!" mercilessly and without provocation. Does any of this *sound* like Batman to you, dudes?

When the TEENAGE MUTANT NINJA TURTLES movie hits your town towards Christmas, you may need the relevant turtle trivia at your fingertips. So here, especially prepared for YC readers, is *the* comprehensive guide to all things teenage or turtle...

1) There are four turtles in the gang. Each wears a different colour headband to identify him.
2) PARTNERS IN KRYME's international number one hit TURTLE POWER gives Raphael as the leader of the Turtles, but the comics favour Leonardo.
3) Michaelangelo is the team's party dude, and occasional cook.
4) Raphael is the fighter, and can sometimes be hotheaded.
5) Donatello is a pacifist, and also likes anything mechanical.
6) The Turtles were mutated by a secret chemical called Mutagen, which was poured into their sewer homes by a company called T.C.R.I.
7) The team's human pal, April O'Neil, is a news reporter, although she was once portrayed by one of the TMNT comics as a computer hacker.
8) The Turtles were trained in the Ninja arts by a rat 'sensei' named Splinter.
9) There are currently around 75 million TMNT ads of all descriptions around the world.
10) The Turtles began as a doodle on Kevin Eastman's office notebook in 1983.
11) It took a $1,200 tax rebate to launch the first TEENAGE MUTANT NINJA TURTLES comic book series.
12) The movie took 100,000 times that amount in just over a month.
13) In 1988 TMNT toys were launched. $25 million worth were sold that year.
14) Surge licensing, which handles TMNT, receives on average 30 requests for new licenses every day. "Everything from folding musical pens to underwear that turns into shoes!"



They're teen, they're green and they're quite obscene!



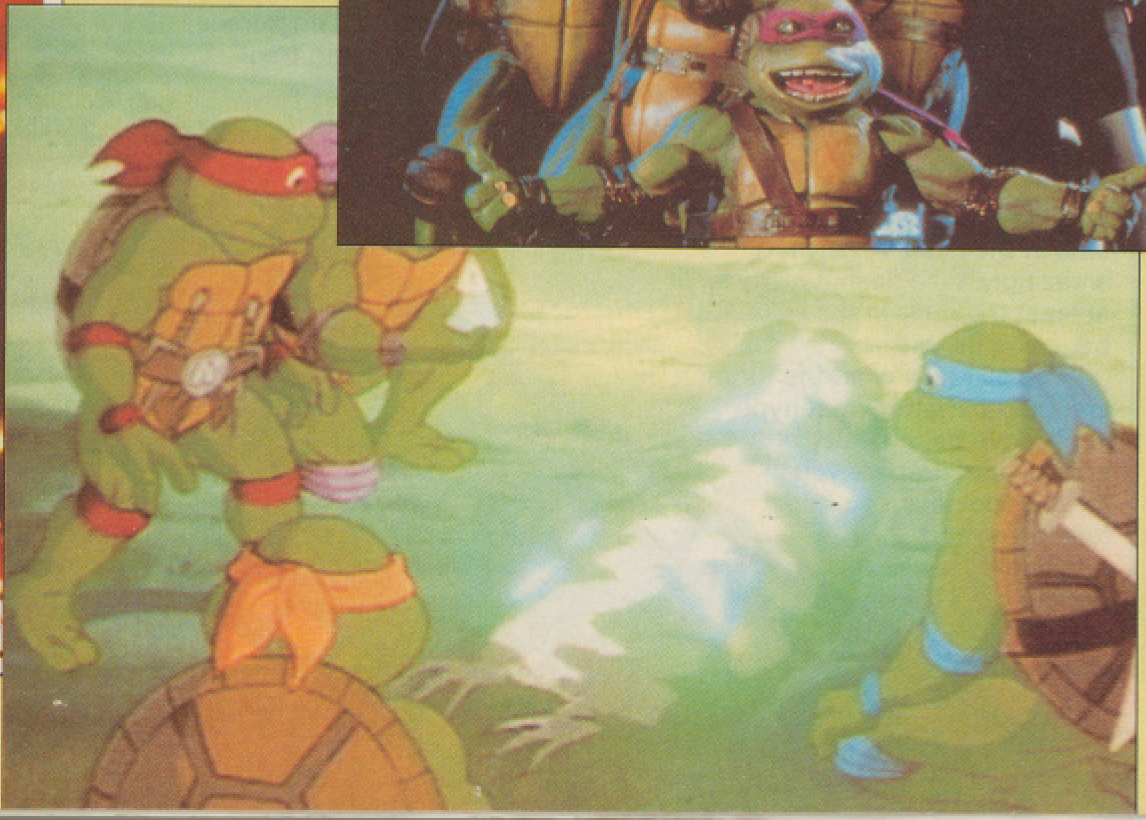
15) 99% of license applications are rejected.
16) Surge currently sanctions 250 licensed products, and estimates that 100 times that number of products are available without an official license.
17) STING's 1986 album THE DREAM OF THE BLUE TURTLES is unlikely to be a tribute, since the Teenage Turtles are green.
18) Both DC and Marvel Comics rejected Kevin Eastman and partner Peter Laird's idea for the TMNT comic. Almost every major studio in Hollywood did the same five years later in connection with the movie.
19) There are three regular TMNT comics, published by Mirage, Archie Comics and Fleetway. Mirage also publish TALES OF TEENAGE MUTANT NINJA TURTLES in black and white.
20) The 1987 movie TURTLE DIARY is about nature conservation, and not a dramatisation of Leonardo's memoirs.
21) The BBC decided to change the Ninja Turtles to 'Hero' Turtles to avoid confusion for British kids. Confusion has reigned ever since.
22) Official TMNT merchandising sales stood at $568 million *before* the movie opened in the U.S.
23) Eclipse Books' TMNT tribute, ADOLESCENT RADIOACTIVE BLACK-BELT HAMSTERS, completely failed to become a cult hit.
24) A turtle dove is a kind of bird noted for soft cooing and affection. It is therefore unlikely to be related to the Teenage Turtles.
25) The TMNT movie was made by an independent Hong Kong studio, Golden Harvest.
26) The movie cost $12 million to make. It broke even in 48 hours, taking $25.4 million in its opening weekend.
27) The movie holds the record for the biggest ever non-holiday opening in motion picture history. It is the ninth biggest opening of any kind.
28) Mock turtle (a kind of soup made of calf's head) is an ill-advised pastime these days, since Ninja-trained Turtles take less than kindly to being mocked (or made into soup).
29) The Turtles usual enemies are Shredder, Krang and Baxter.
30) Shredder's real name is Oroku Nagi.
31) Krang is from Dimension X. He lives in the Technodrome.
32) Baxter was originally portrayed as black, but is now Caucasian.
33) The TMNT movie hit the $100 million mark after 24 days.
34) Movie industry analyst Michael Mahern described the movie's enormous take as "the most amazing gross in history, especially as a large part of it is reduced price (children's) admissions."
35) Financier New Line's normally-accurate tracking system predicted that the TMNT movie would take $8 million in its opening weekend (about the same amount that DAYS OF THUNDER took). The highest prediction in the New Line offices was $14 million - still about $11 million shy of the actual two-day take.
36) The movie's special effects were handled by the late Jim Henson's Creature Workshop in London. Their work accounted for more than half of the movie's actual budget.
37) A turtle-necked garment is one with a high-fitting collar, *not* one that is green and rubbery with a suspicious fishy smell.
38) The TEENAGE MUTANT NINJA TURTLES roleplaying game is published by Palladium Books. In it, players can become almost any kind of mutated animal they can think of.
39) Arcade and computer games starring the Turtles are now very common. It has been announced that a 'Turtle-pack', similar to last year's 'Bat-pack' will be released at the same time as the movie.
40) The TMNT movie opens in the U.K. on November 9, a mere nine months after its Stateside opening. The sequel is already in pre-production.

(With thanks to Splinter, Leonardo and Jon Musselwhite)



**When they met it was COWABUNGA! The Teenage Mutant Ninja (Hero?) Turtles, every merchandiser's delight!!!**





# OdDbods

**There's more to life than the Commy 64! But what? Well there's Des O'Conner records, Refresher chews, and Stars In Their Eyes on TV! Erm... Here's a few other things that are currently around too!!!**

## MUSIC

### SOUP DRAGONS Town and Country Club August 1990



I don't know. Just find a funky drumbeat, a wah-wah pedal, an old Stones track (that's Rolling, not Roses!) and a reggae toaster (no – I don't mean the pop-up sort, I mean the ones with the dreadlocks, y'know) and you too could turn a dodgy indie band into a dance sensation!

Whoops. . . Er. . . They were dancey all along, right? Still, they proved at the T+C that they can certainly bash out a good tune (or ten) and pull off this indie-dance business with no probs. In fact, there wasn't a dry armpit in the house (bleurgh!) after Sean Dickson and the boys had motored through such corkers as *Lovegod* (much flashing of lights and pointing of fingers during the chorus) and *Mother Universe*, a track at least as lazy as *I'm Free*. So laid back, in fact, that it was almost horizontal.

This was not the case for the crowd, who – whether they'd seen Sean Dickson on the telly looking gormless or whether they were hardcore fans who'd been with the band all along – insisted upon bouncing up and down and around into each other, into photographers (crunch, oi!) and others, to the strains of the bouncy new-style Soupies' songs.

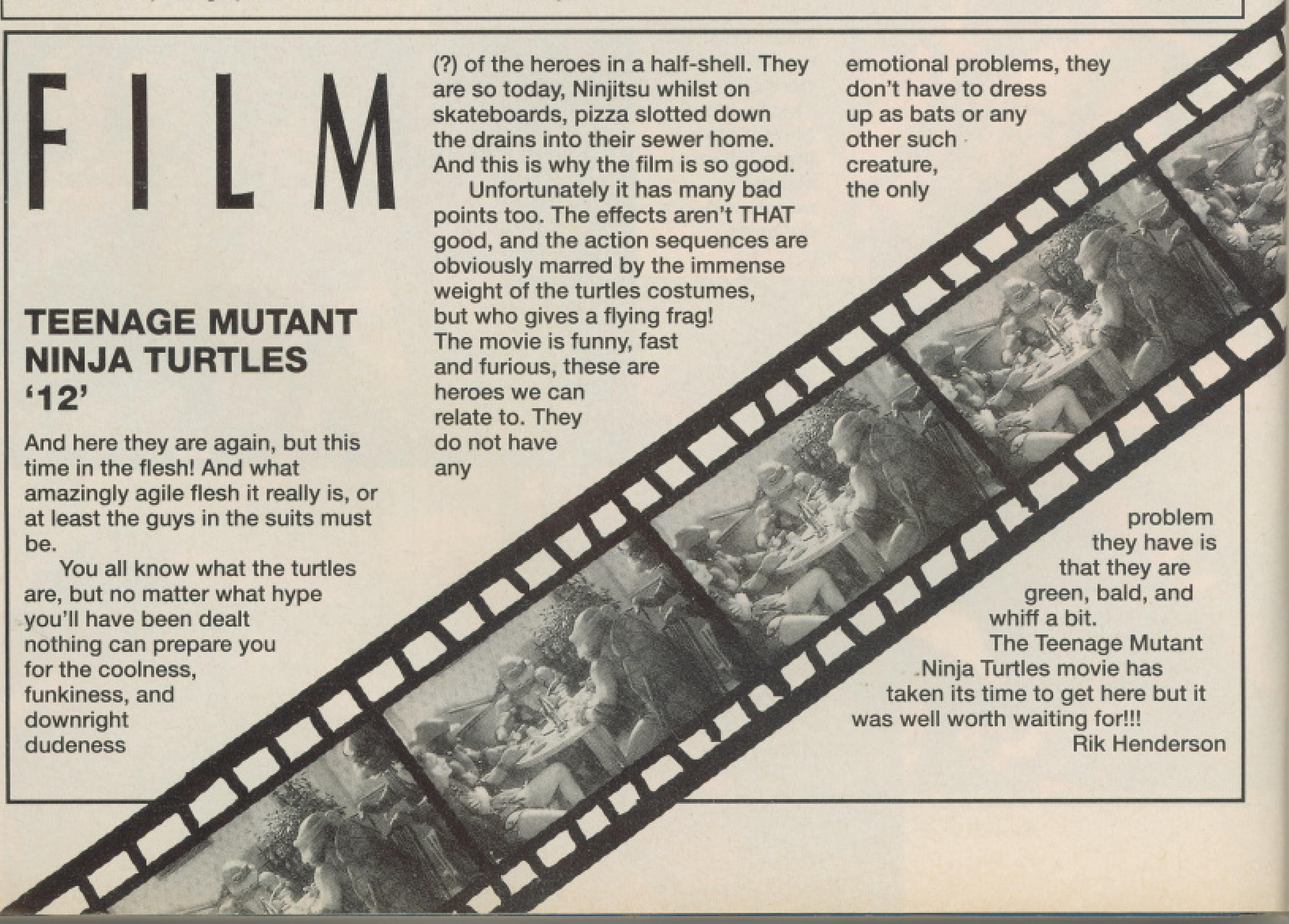
Everything slotted together with I'm Free. The crowd lapped up the encore (slurp, lick) and just adored their singalong part which they roared while Dickson rattled his tambourine and the band played their erstwhile indie hearts out.

So it's definitely a good thing that the Soup Dragons were 'free to do what they want any old time' and experimented with dancey stuff, or we never would have been treated to such a great gig and that would have been even worse than bandwagon-jumping. (Joke, boys? Er. . . put down that crowbar! Thud. . .)

Jeffrey Davy

## FILM

### TEENAGE MUTANT NINJA TURTLES '12'



And here they are again, but this time in the flesh! And what amazingly agile flesh it really is, or at least the guys in the suits must be.

You all know what the turtles are, but no matter what hype you'll have been dealt nothing can prepare you for the coolness, funkiness, and downright dudeness (?) of the heroes in a half-shell. They are so today, Ninjitsu whilst on skateboards, pizza slotted down the drains into their sewer home. And this is why the film is so good.

Unfortunately it has many bad points too. The effects aren't THAT good, and the action sequences are obviously marred by the immense weight of the turtles costumes, but who gives a flying frag! The movie is funny, fast and furious, these are heroes we can relate to. They do not have any emotional problems, they don't have to dress up as bats or any other such creature, the only problem they have is that they are green, bald, and whiff a bit.

The Teenage Mutant Ninja Turtles movie has taken its time to get here but it was well worth waiting for!!!

Rik Henderson

# COMICS




## JUDGE DREDD ANNUAL 1991 Fleetway £4.95

Is it me or are annuals shrinking in page size and increasing in price? Ho hum!




Mind you, this is the first Judge Dredd annual to deliver the goods, in my opinion.

There is the usual reprinted story inside, and as usual two of the pages are reprinted in the wrong order, causing confusion. There is one totally original Dredd story that features the big man in about two frames. The rest of the book contains many text articles and stories based around Mega City One, and there is an enormous Colin MacNeil artworked strip in glorious colour that makes this book rather more special than any before.

Why? Because not only is Dredd a main character, but Johnny Alpha and Wulf Sternhammer, the Strontium Dogs, appear in a sort of Back To The Future style tale that allows Alpha fans to grasp a little of the 'Thrill Power' that they're sure to miss now that the mutie has passed away in mother title 2000AD.

Not only do we get this, but there is a wicked Jamie Hewlett cover. Roll on Judge Dredd the megazine.

Rik Henderson

## 2000AD ANNUAL 1991 Fleetway £4.95

In comparison to its JD counterpart, this is possibly the weakest 2000AD annual to appear for some time. It is a mish mash of strips based on the comic heroes that are currently popular, articles, stories and listings and a reprinted Cam Kennedy drawn Rogue Trooper from days long gone, which is unfortunately the highlight of a rather drab affair.

The original strips, based on Strontium Dog, Judge Dredd, Ground Zero, and Moonrunners, are pretty poorly written, and uninspiring to say the least. And articles based around the artists' favourite covers of the last year's 2000AD are now stale.

As one who has collected every 2000AD annual that has been released since 1978, hopefully this is not a mark to judge others by. I should imagine this is because of the sudden influx of new Fleetway titles, and the distribution amongst them of the better artists, robbing the mainstay title of its talent.

Rik Henderson

## 'MAZING MAN SPECIAL #3 DC $2.00

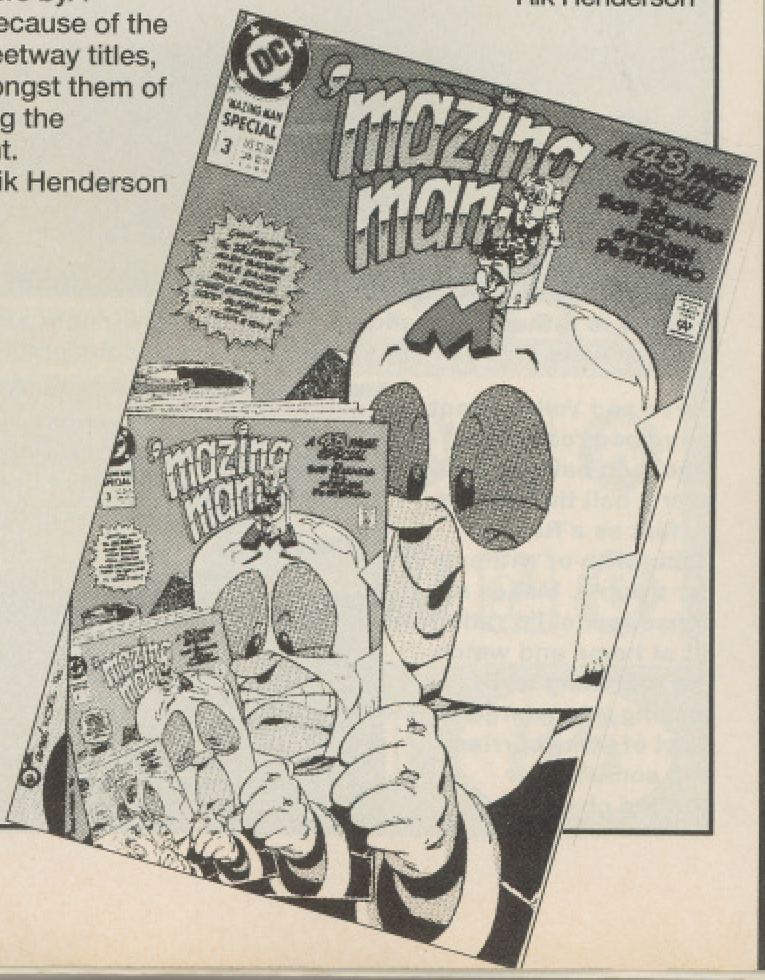
The incredible 'Mazing Man is back in the third collection of new adventures since his own title was discontinued in 1988.

Incredible may not be the right word though, to describe the 3 foot, childlike hero, with baggy boxer shorts, and a friend that looks like a dog, but the title is certainly amazing.

And the strangest thing is I don't know why! The comic looks essentially like a kids one, such as Muppet Babies or the Fleetway version of Teenage Mutant Ninja Turtles, but it is in the plotting that the real mastery is performed. It is really an amusing look at the more damp and dingy subjects in life, like adultery and home eviction, and you are left with a grin on your face, but with ideas wizzing around in your head that life can be just like this.

Not a good comic, a great one, the only problem with it being the fact that it is no longer regular due to most comic fans completely missing the point.

Rik Henderson



# ALL TIME CLASSICS



**ACCOLADE - £19.99 Disk**

**Pool, boxing, tennis and then a quick dash around the block in the tank. After such activity Rik takes a breather and decides to stick to computer games.**

First we had All Time Favourites, now All Time Classics, what next? All Time Big Stonky Ones? All Time Funky Fun? Probably, but I wouldn't moan, not if Classics is anything to go by.

So what's on it then, I mean a compilation is just a few disks and a manual without the games, and nobody would pay £19.99 for that would they. Well, the games are all Accolade ones, three of them are sport sims and the fourth is a tank sim (and not a fish tank if you get my drift). "But what are the games like silly?"

Well... Serve and Volley is a simulation of tennis, and to be honest it's not that spectacular. In theory it should be the best you're likely to get. The controls are fairly easy to fathom out, and there are many, many options (like most Accolade games) and different kinds of shot that can be performed without much skill involved. But that's the problem, although you can play it at three difficulty levels, the skill factor is more a question of timing, not a response or reactions one.

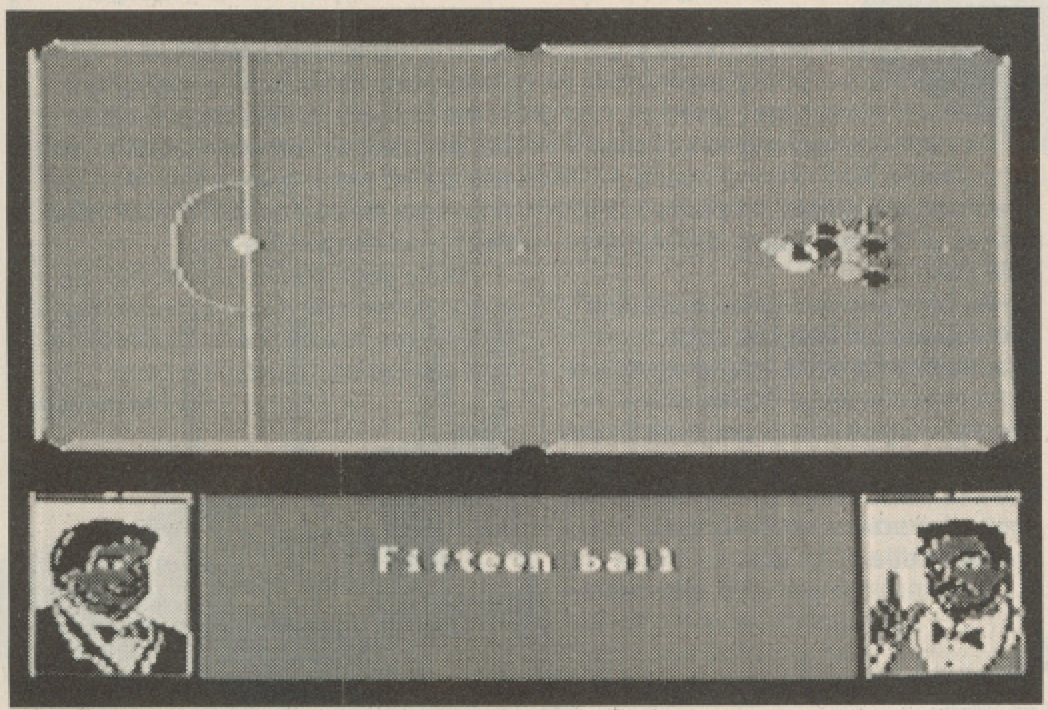
Also the graphics are seen from a side-on view, which is not very practical. And when stood up against International 3D Tennis, this is very pale in comparison.

TKO has a similar problem, although it is far more fun to play. Whether or not this is because it allows you to pummel somebody's face and actually make it bruise and bleed (the graphics do show this) is neither here nor there, I enjoy it because it is just about the most accurate sim of the sport of boxing.

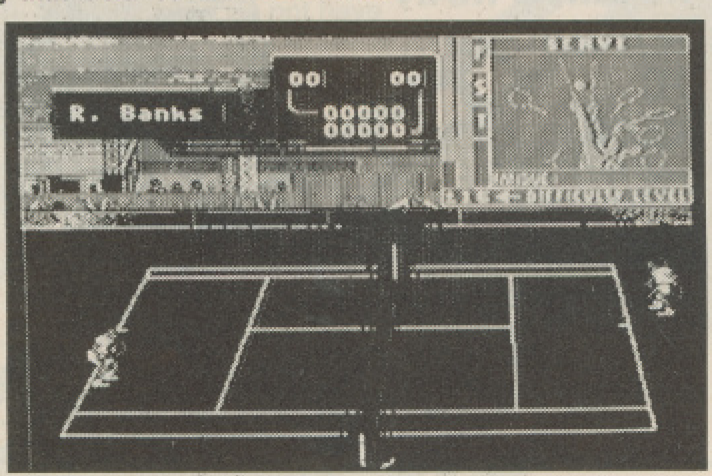
Another unique feature that distinguishes this from the rest of the boxing games around is the fact that not only is the action shown in 3D (from first person), but it is split screen so both players, if indeed two players are playing, can have a face-on view of their opponent. But unfortunately, although there are many many options before the fight, there are not so many during and the play can get a tad monotonous. Ho well.

Rack'Em is about one of my favourite pastimes though, and is easily the best version that has ever appeared on the commy. Yep, it's about pool, snooker, and many other slate table sports. And this is worth the price of the compilation on its own.

It is seen from a sort-of top-down view, and it is the way the balls roll that puts this in the highest grade. Also it has a rather special way of selecting the power and accuracy for each shot by a pictorial thrusting of the cue. And there is even an option




**If one was rather corny and oh so eighties, one might say that this game was a loads of balls. Now we say that it's a loads of cobblers!!!**




**Serve and Volley is not very good really, two lego men battling it out over a ball that moves as fast as a Reliant Robin with or without car trouble. Makes no sense to me! I'd rather sit at home and watch the real thing while tucking into a large bowl of strawberries and some rather spiffing champers!**

# Fax

## Title

TKO stands for Technical Knock Out, but it could also stand for Two Killed Otters, Tasty King Orange or a multitude of things.

Steel Thunder is what you get if you fart in the bath.

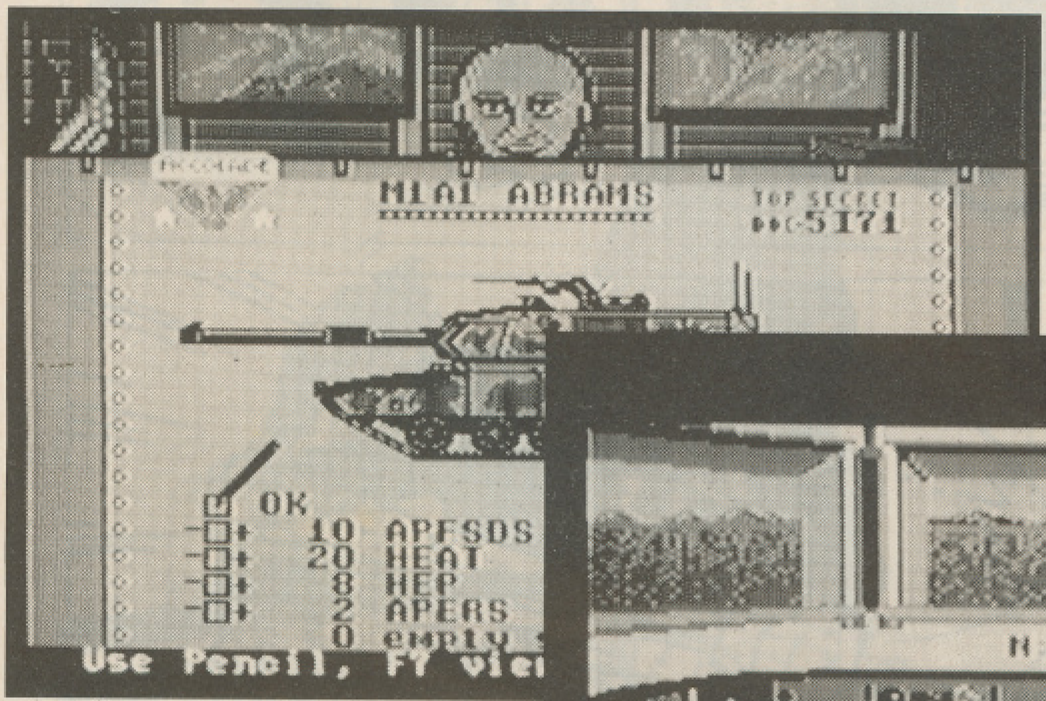
Serve or Volley is not a game about a stupid German waiter.

Rack'Em was also very popular with the Spanish Inquisition.

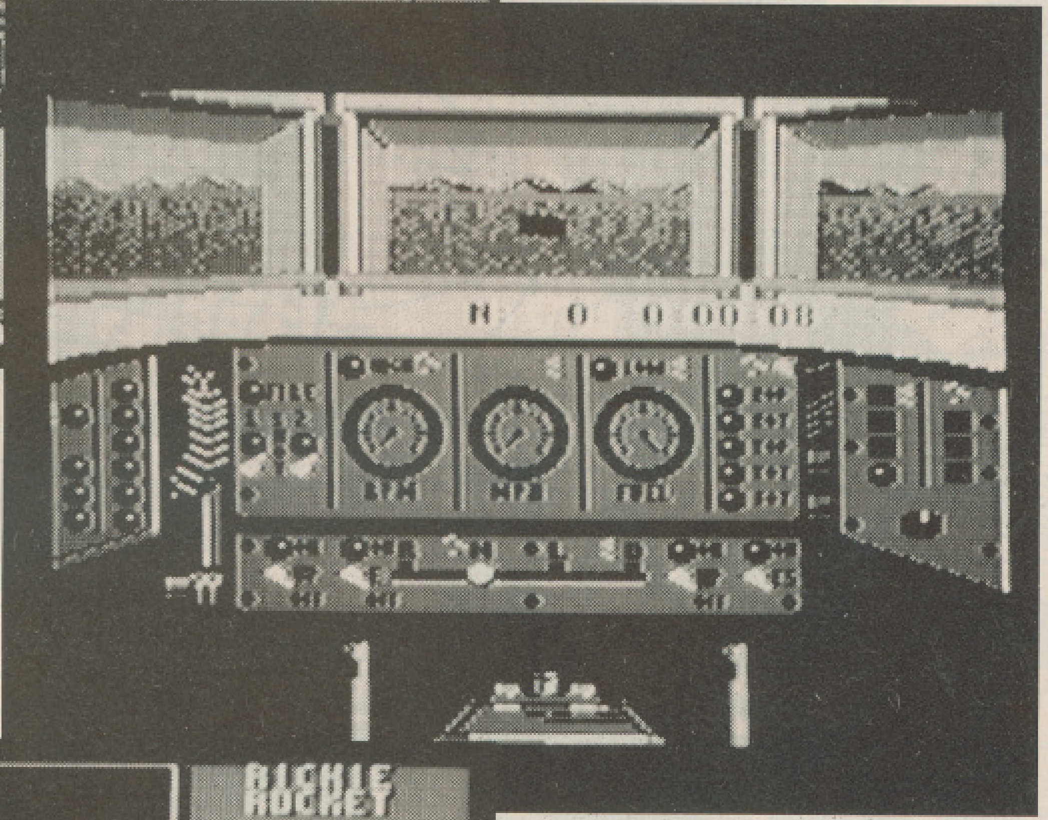
for beginners that allows those new to the game to aim where they want the ball to go, and this in turn determines where they'll hit the cue ball. A great game, although I've not figured how to have only one player, so I think you're stuck with having to get a friend to play too.

And these three are capped with Steel Thunder, a game reviewed not too long ago, and it is a sort-of F-16 Combat Pilot in a tank. There are tons of missions to be completed by yourself and the crew which you command, and allows you four different tanks to take control of. Simulations don't normally come our way that are this good, and to find this one on the same compilation as Rack'Em is a positive bonus. One thing though, the instructions aren't very clear and the keyboard overlay given with the game on its solo release is spookingly missing.

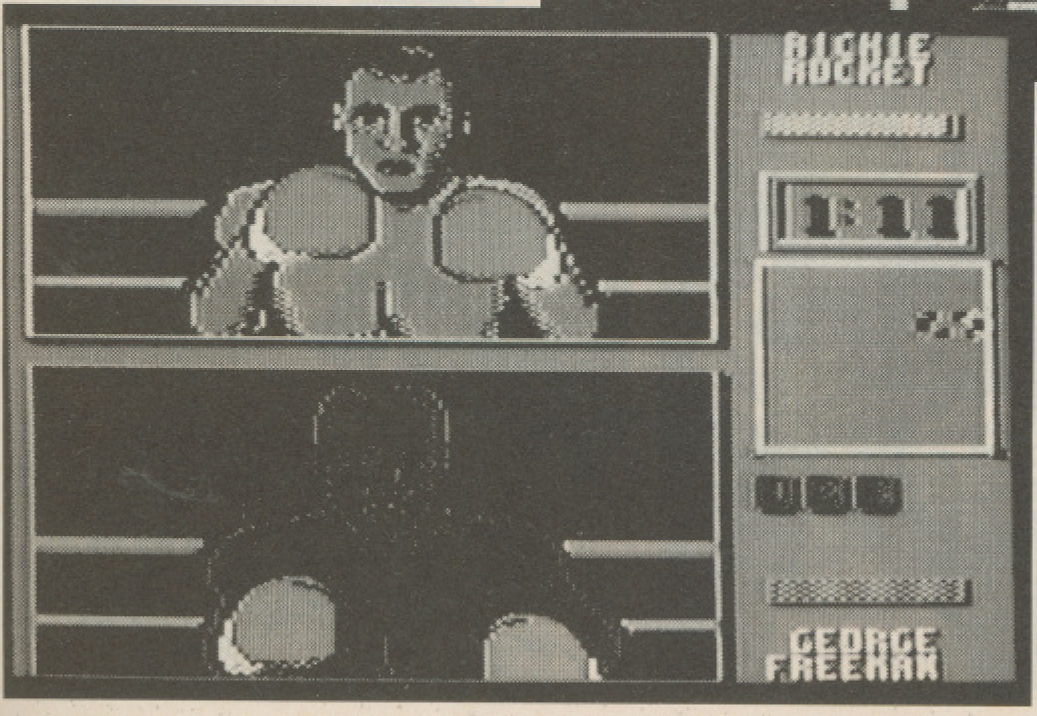
All Time Classics aren't. But they are great games all packaged together, and disk drive owners have certainly got a treat on their hands here.




Who's the bald git poking his gleaming cranium over that placard. If I was cruel I'd say that looks just like my old French Teacher, and I am so I will!



Two men fighting over a rather stupid belt, sounds like a good excuse for a blood spilling thrash up to me.




**skorebox**

| | | | |
|---|---|---|---|
| | N/A | | 8 |
| | N/A | | 8 |

overall **85**


FLAME HEAD
By Rik Henderson & Cam Smith
NAME?
FLAME HEAD! TWO WORDS.
BIRTH?
NOT REALLY. MORE CREATED!
HURM... REASON FOR JOINING THE POLICE FORCE?
GREVIOUS BODILY HARM!
AH, WE'VE GOT JUST THE JOB FOR YOU!!!
ALL YA NEED TO KNOW FOR THIS ASSIGNMENT IS 'OW TO USE ONE OF THESE!
BOP!
YTS
YOU TAKES A FULL SWING AND MAKES CONTACT AROUND THE LUG'OLES
KRACK!!


OH MY GOD, SOMEBODY CALL AN AMBULANCE!
SCRATCH THAT, SOMEBODY CALL THE CANTEEN, THEY MIGHT BE ABLE TO USE SOME OF THIS!
I CAN SEE THAT WE'RE GONNA GET ON JUST FINE. WE'LL HAVE TO GET YOU A HELMET THAT DOESN'T MELT THOUGH!
LATER...
BONK!
10
OI!
CREAK!!!
KRASHHH!!!
COME, WE MUST GO YES?
NEXT: DON'T ROCKET THE BOAT!!!

# MEAN STREETS



**US GOLD - £14.99 Disk**

**Tex Murphy, the only man in the world with a sillier name then Adrian Pumphrey, is back!**




This looks just my cup of tea!!!




Standing inside the LA Raiders football ground I get a feeling that like the home team I'll never get a result. Not a winning one anyway.

## Fax

### Arriibaa!

Tex Mex is not Murphy's brother but a kind of spicy Southern food. It consists of things like Tortilla Chips, Chilli and Nachos. But if someone offers you a Poncho then don't eat it because it's a kind of cloak.

You've read the exclusive preview in last ish (at least I hope that you have) and now read the exclusive review! Tex Murphy (he of the very silly name) is back in the action adventure game that dreams are made of. Well, if your dreams are made of this then I'd go and see a psychologist.

As the infamous Tex Murphy, you are a private detective extraordinaire. With your name it was either that or become an oil baron so there was no option really. It is the future so your car is your office. I've heard of people being in love with their vehicles before but this is taking things just a tad too far.

Anyway, your car can drive (oddly enough), and it can also fly (now that really is odd). It also has an in-car fax so you can lay claim to being the world's first Yuppie detective. Using your car/office you have to solve the mystery of the dead professor Linsky. Linsky's slinky daughter Sylvia (try saying that with your mouth full of razor blades) has come to you with a very odd case. Her dad the prof has apparently topped himself but she reckons that he was murdered. As Tex the Private Eye you have to get to the bottom of the whole mystery.

You can fly to various locations around the area. This is done by inputting co-ordinates into your navigation computer. This sets your navigation equipment for you but you have to fly the beast yourself. As with any flight section of a game this is more difficult then it sounds. Luckily for the thinkers-without-reflexes amongst you there is the option of autopilot. This takes you to the scene much faster and without the usual fatal accidents.

When you get to the location there will be a building of some sort. This might be a lab, private apartment or warehouse. The labs



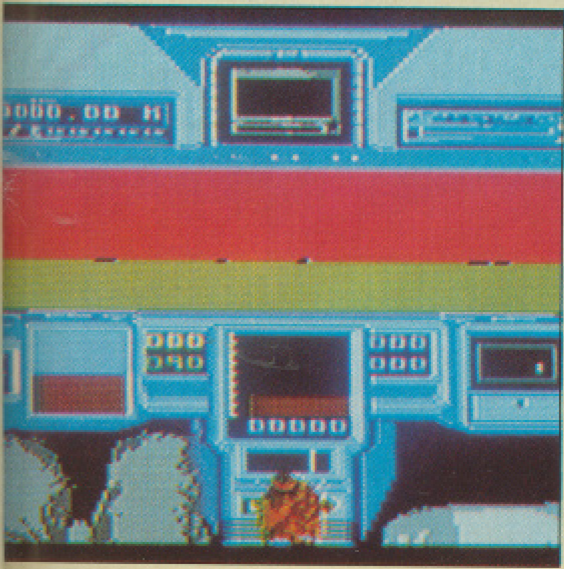

**skorebox**

7 8

3 7

**overall 72**



**What an ugly mug!!! It'd be more pleasant extracting information from a hippo's bottom with a straw!**

are a hotbed of clues, and need to be searched stringently for hints. Apartments are the homes to suspects and witnesses and they need to be questioned.

Warehouses are the hangouts for the criminal elements of society. They will shoot at you with machine guns but you can retaliate with a handgun. It's a tough arcade sequence to beat but you'll have to get through to complete the game.

And that's about all there is to it. Flying around, searching for clues, getting new locations, examining objects and questioning suspects. The clues are quite well hidden and the mystery will not be easily solved. However real die-hard thinkers will find it too arcadey for their tastes. You need to be a multiple game fan to really get the most from it.

Graphically nice, sonically a little dull, but a big game that you will either love or hate. Me? I'm sitting on the fence with this one. Try before you buy.

*interview*

**EMF - Egg Mayonnaise Fillets? Eat More Food? Nope, your mother wouldn't like what it really stands for, but you'll like the band, nay love them! Rik did and he was whisked off to Subterania to meet them and do lots of silly things after their finest gig to date.**

# FORES



EMF have just kicked some serious stuff on stage and the YC team are unwinding on the dance floor, when the enigmatic Linda (manager of the band) comes chillin' over and informs us that the lads are ready for the verbal onslaught I've prepared. After a short while we all decide that not only is their dressing room small, damp and incredibly noisy, but the heat is completely searing and even in his baggy shorts and T-shirt Derry, keyboards and spokesman for the band, is burning up. We all truck outside and sit on a wall in front of the venue.

Soon after, it becomes apparent that these lads, these seven radical ravers are absolutely off their trolly, so much so that they even understood what the heck I was on about, wow! Apart from this wicked gig they've also played the Town and Country club (one of Britain's most radical of venues) as support to big rappers The Boo Yaa Tribe, which they came out of with a bigger following than before. But the band have only been going since Christmas 1989, and were formed through a rather strange source.

Derry explains, "I had a shop in the forest, like a surf/skate shop, and I used to write EMF all across the back of the shop, and Zak (Bass Guitar), James (Lead Vocals) and myself used to get together and talk



# ST RAVE






about starting up a band, EMF. We started off just jamming around in Zak's living room wearing stupid clothes. Then we met Ian (Lead Guitar), we took him out and chucked him in a lake in the middle of the night, and we said 'are you going to be in this band?', because he was in a previous band, and he said 'yeh, I'll do it!'. And then we got Mark (Drums), and Milf (DJ and Mixer) was the last one."

Like I said, out of their tree, and



Ian wasn't the only person to end up in the lake. When EMI wanted to sign EMF, they had fierce opposition from other labels ("twenty seven", claims Derry) and the reason why they signed also had wet connections, "It was 'cause Nick, their A&R guy, he come down and we tested out all their A&R guys for who was the wildest. Nick came down and done it. He ran around the streets naked and then he jumped into a lake in the middle of the night," says Derry.

And now the band has signed to support Adamski on his nationwide tour. Derry once again, "It starts on October 12th in Bath, I think, and finishes on November 5th. It includes three nights at the Town and Country."

What will they be doing when they have free periods during the tour?

They'll be visiting arcades of course, and not snogging girlies or nothing, or at least that what Milf will be doing, "I'll be playing arcade games, can't go without it." This is the stuff we like to hear. What's Milf's favourite game? "All the martial arts ones!"

And they even use a computer for midi purposes. This is Ian's cue, who was in the act of "snogging girlies" (Milf's words) when asked, "Atari 1040ST", but that's not what we're interested in. Things can miraculously change though, "Atari 520 is it? Is that the one for the games? What? The Commodore 64 is that what you said? That's the one we use!" Hurm, dodgy!

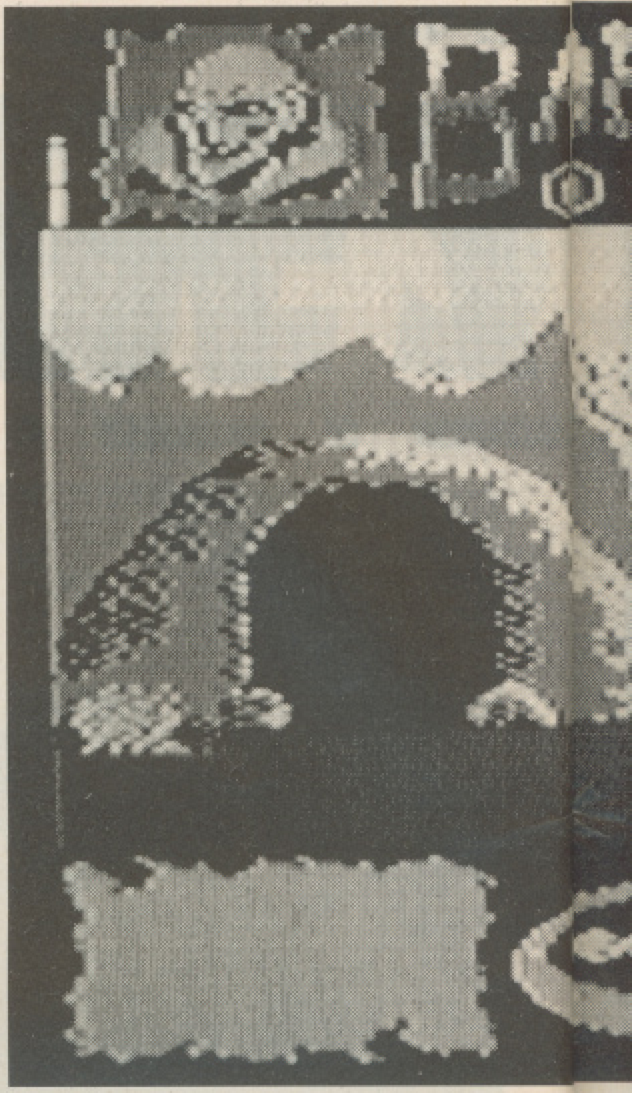
But what every kid who's ever picked up a guitar or drumstick would want to know is how they could get into the pop biz (apart from getting thrown in a lake!). Ian again, "I dunno, just do it, go for it! Stick to your dreams!!!" That and writing brilliant songs, of course, like EMF.

And their favourite joke? "Why didn't seven want to stand next to six? Because seven eight nine!" What a way to go out! It was one o'clock in the morning and we said our goodbyes, but I should imagine we'll be seeing a lot of the band very soon.

**Photos by Jeff "Hat Stand" Davy**

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# HEROES





**DOMARK - £14.99 Tape, £19.99 Disk**

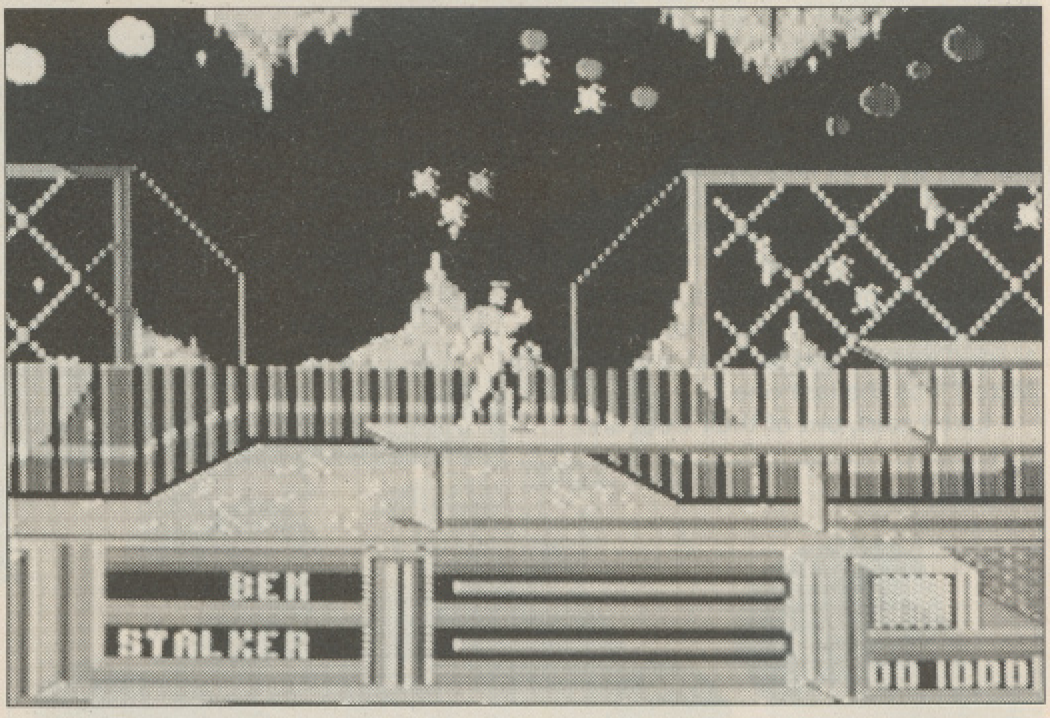
**Bevy babes dolls on her peroxide wig and puts in her gruff mode voice box. Will she find the ultimate hero or was Bonnie Tyler calling out for a wimp?**

Could I believe my luck or wot? Bond, Barbarian, Schwarzenegger and Skywalker all at my very own fingertips. And why not? They're all beefy dudes, always around when the going gets tough, they always get the pretty young dudettes, nifty with their weapons (oo-er!), go to body building evening classes and obviously eat 3 Sheredded Wheat for Breakfast. Yes, they're definite heroes and more importantly all meet up in Domark's lastest chillin' complilation.

Remember Sanchez the drug smuggling villain, this is your first test as a hero in Licence to Kill, from the masters of Bond licences, the Doms. This action-packed, three-part adventure has more gun shots, explosions and high-flying stunts than the film itself. Your skills will be tested to all heights in the first part as you take control of the helicopter chasing Sanchez and try to gun down that geek's jeep. Then its down to ground for the commando style action as you duck and shoot your way to the helicopter with your 15-shot Beratta. Your joystick agility will come to play finally as you lower Bond out of the helicopter onto Sanchez plane (a lot harder for the stuntman!). You'll need more than 100 metre doggie paddle for the second part as you battle underwater armed only with a knife against dodgey divers. If you're lucky enough to Harpoon the seaplane's pontoons you could hitch yourself a high speed water-ski lift to safety. Back to land but not safety in the third and final chase sequence as you destroy every tanker in sight until that Sanchez brat is found and killed.

What better hero than Schwarzenegger (I'm talking muscles not acting ability) would you pick to get through the toughest game-show on earth, a game show with a difference - where the ultimate prize is not a cuddly toy or a fridge freezer but life! The Running Man the computer game from that good old software house in the sky, Grandslam, closely follows the film of the same name in a smash-their-face-in kinda way as you manoeuvre hero Ben Richards through the 4 game zones defeating all the stalkers, guards and baddies. And cor are there some wacky baddies, hows about a geezer with a razor-sharp hockey stick called Subzero or Buzzsaw armed with a tri-tefflon chainsaw, Dynamo a human christmas tree or Fireball a red hot flame thrower. It's not baddies or quiz show gameplay but computer gameplay that this one lacks.

From muscles to Sci-Fi as Skywalker comes into play in Star Wars, the famous Atari Coin-Op and



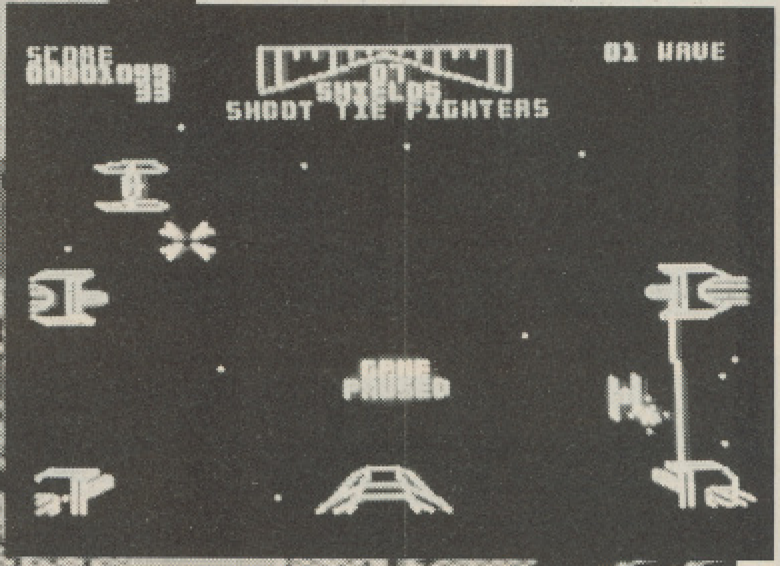

**Arnie flexes his very blocky muscles, or at least he would if he didn't seem as if he were made of Lego!!!**

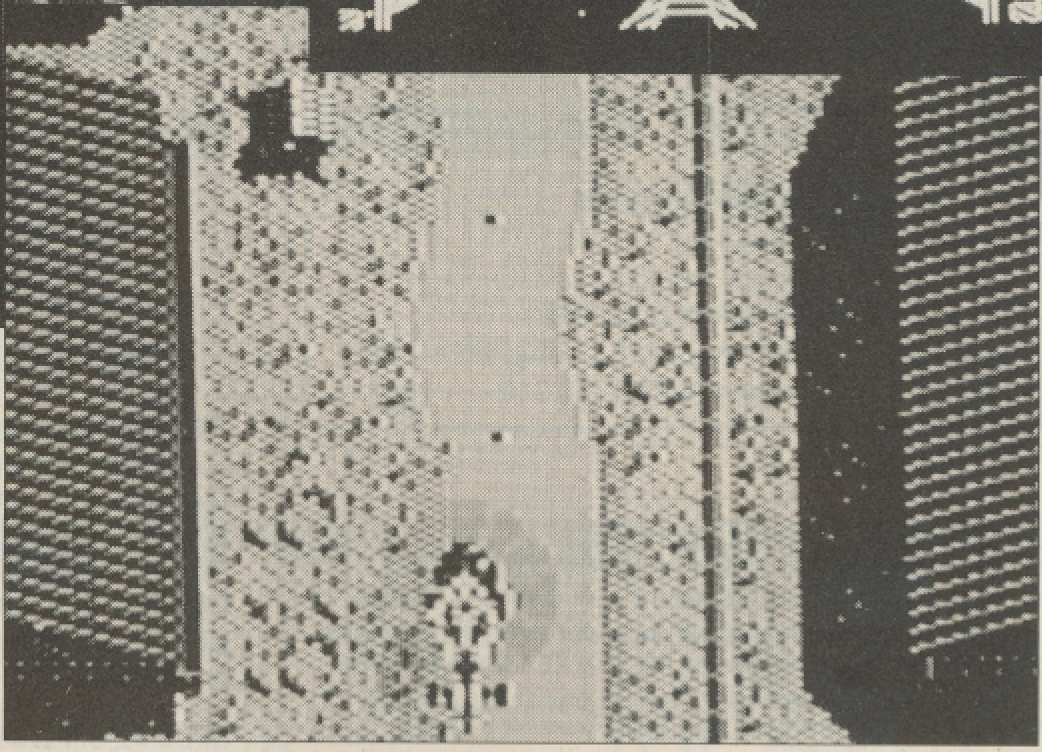



**Fantasy frolicks with bouncing Maria and her well endowed chum!**



be Barbarian or Princess Mariana and fight and find your way through four levels of horrific monsters, blood, gore and sweat. There are numerous magical objects to collect and help you on your quest. For a quick giggle and monster burps let



golden oldie from Domark. I say oldie as it features those endearing Vector Graphics we all grew to love or hate. This one player interactive game has you steering your X-Fighter space ship from one attack wave to another, with the ultimate aim of eliminating the Death Star, scoring shoot-em-up points for various targets depending on difficulty. You start out with a number of shield points, each hit by the enemy or collision on your part will be one point closer to an exploding space ship. If this is your type of blast then "May the Force be with You! Always. Otherwise steer the X-Fighter onto the final game in the quadrilogy.

Barbarian, the Palace creation is by far the most successful hero to emerge onto a computer screen and Barbarian II certainly caused more publicity by using Maria Whittaker clothed in a golden bikini bottom and two mini dustbin lids on a string as a top than the Sun did using her topless! However, I bet more time was spent playing this masterpiece than time spent drooling over the box copy cos it's superb. The graphics and animation are mind-bogglingly awesome and as smooth as Michael J Fox getting out the toughest of scrapes. Ignorant and unlucky gamesters read on. Barbarian II is an arcade adventure with hack-n-slay qualities. You may the monster chop off your head!

As compilations go this one is pretty damn heroic as none of the above are available on budget, so if you haven't already got Barbarian II or Licence to Kill under your roof then it's a bargain as the other two are not that bad either. I'd award it a Victoria Cross!

## skorebox

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overall **80**

# Fax

### Mean Pie

Three of the games are based on films. Barbarian II is not a movie, although it sounds much like one.

Other famous heroes include the bloke in the corner shop for saving some refreshers for me, and my mum who cooks a mean shepherd's pie.

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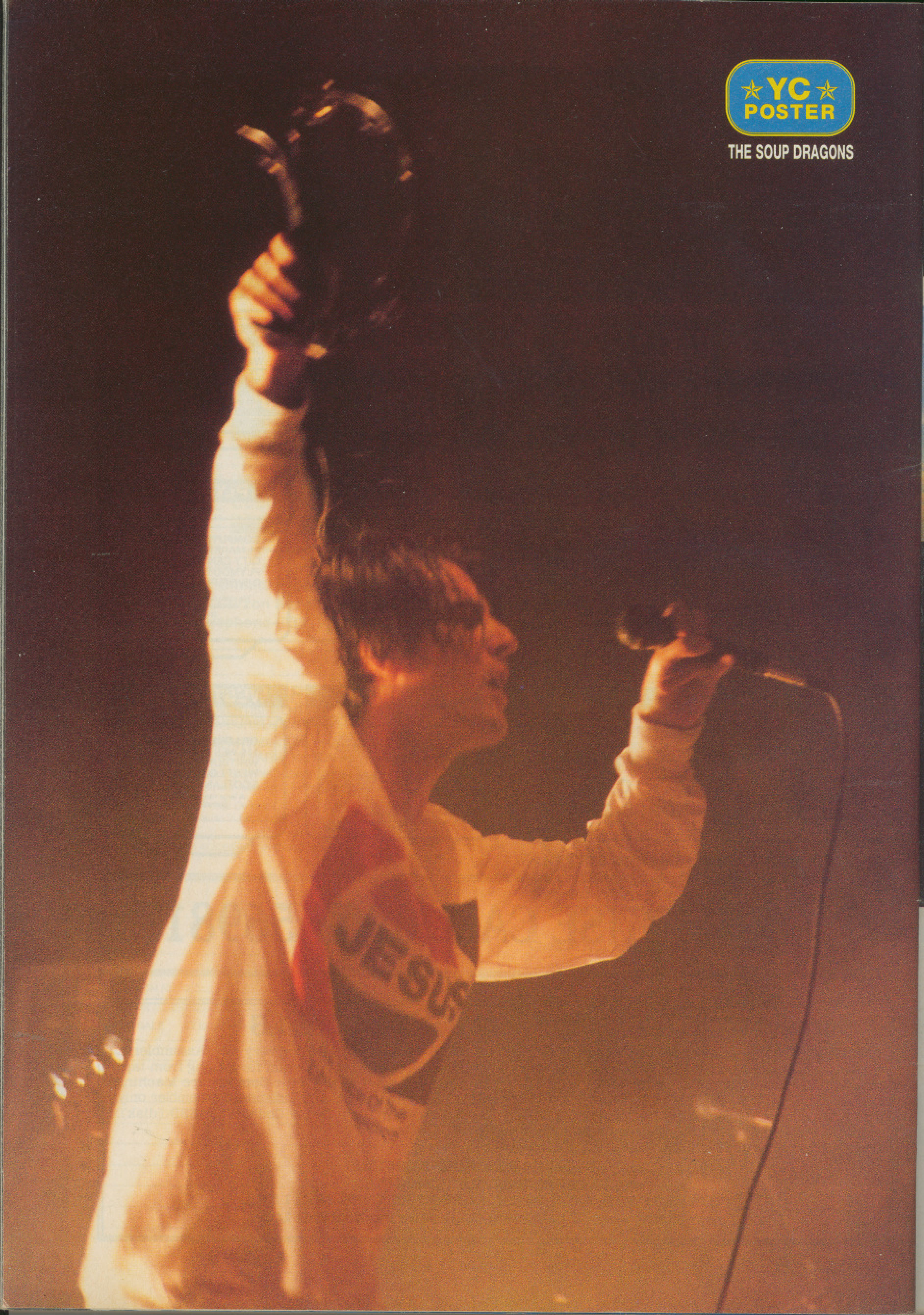
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